Linnéuniversitetet
Kalmar Växjö

Lab Report

Lab 5
Arduino UNO, REV 3 – ATmega 328p

Author(s): David Mozart, Marcus Thornemo
Larsson
Supervisor: Cristian Babes
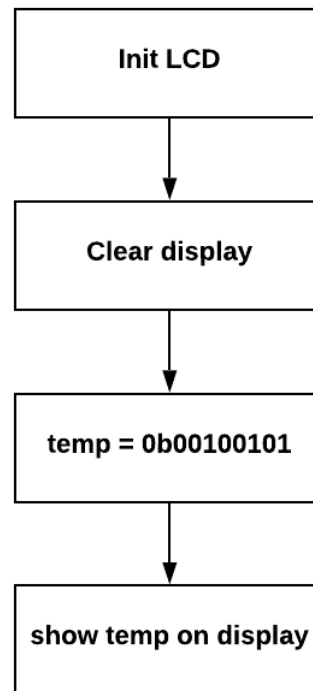*Semester:* HT19
Course Code: 1DT301

Table of Content

Task I

Description

This program prints a single character to the LCD-display. The character to print is given to the Data register (r17) as hexadecimal.

Flowchart

Task II

Description

This program generates a random number when the button is pushed. What is does is basically incrementing from 1-75 if the button remains pushed. Once released, the random number generated is printed to the LCD.

Flowchart