

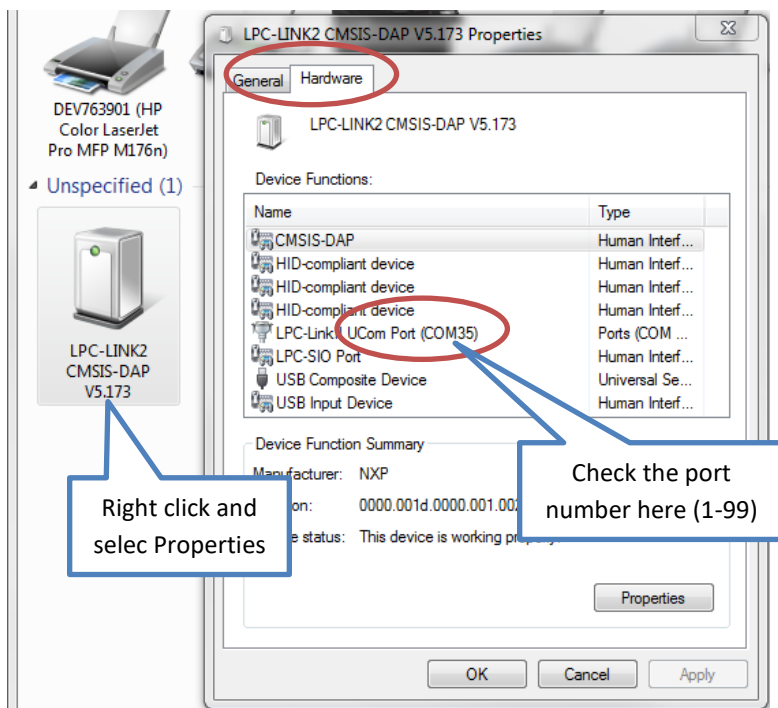
Morse code transmitter

How to use putty to communicate with the board

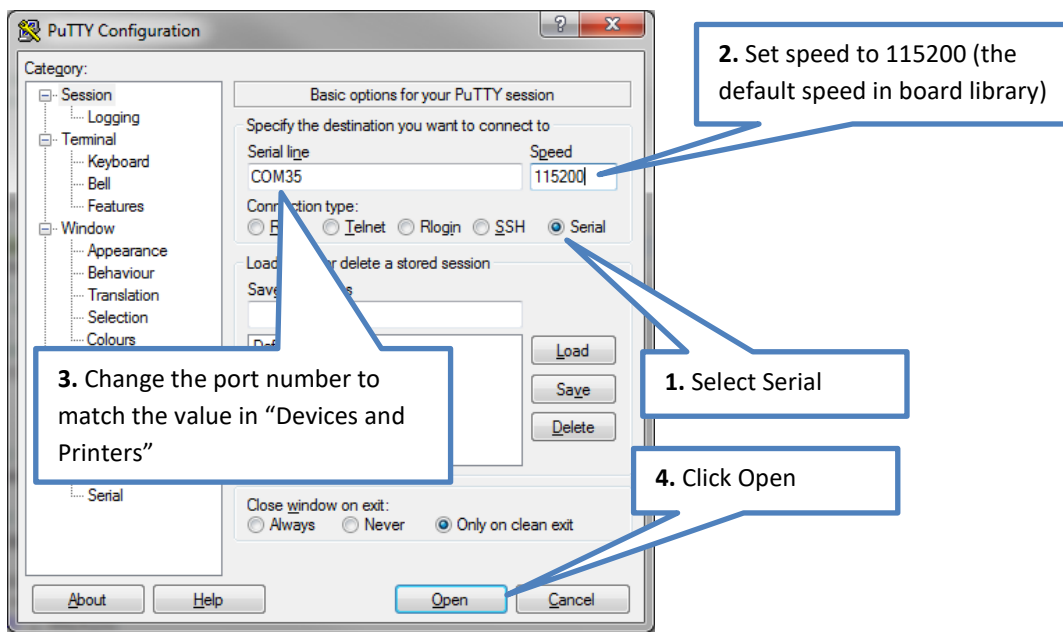
When you plug in your LPCXpresso board the drivers are installed automatically. The debugger part of the board contains USB-UART that sends the data from UART0 to your computer. The USB-UART shows up as COM-port on your PC. The USB-UART does not usually show up until you start debugging. On the first debugger session LPCXpresso IDE sends the debugger code to the board. The debugger code is retained in the memory until you unplug the board.

The port number can be anything between 1 and 99 depending on the USB port (and luck...). Usually the COM port number stays the same if you use same board and same USB port but it may change after windows (or other) update.

To find out the port number open “Devices and printers”, right click LPC-LINK2 CMSIS-DAP, select Properties and navigate to Hardware tab.



Start PuTTY (download from putty.org) and do the following steps:



Try out the connection with the following program. Make sure that all initialization code created by the wizard is executed before your own code.

```
int main(void)
{
    #if defined (__USE_LPCOPEN)
        // Read clock settings and update SystemCoreClock variable
        SystemCoreClockUpdate();
    #if !defined(NO_BOARD_LIB)
        // Set up and initialize all required blocks and
        // functions related to the board hardware
        Board_Init();
        // Set the LED to the state of "On"
        Board_LED_Set(0, true);
    #endif
    #endif

    Board_UARTPutSTR("\r\nHello, World\r\n");
    Board_UARTPutChar('!');
    Board_UARTPutChar('\r');
    Board_UARTPutChar('\n');
    int c;
    while(1) { // echo back what we receive
        c = Board_UARTGetChar();
        if(c != EOF) {
            if(c == '\n') Board_UARTPutChar('\r'); // precede linefeed with carriage return
            Board_UARTPutChar(c);
            if(c == '\r') Board_UARTPutChar('\n'); // send line feed after carriage return
        }
    }
    return 0;
}
```

Note that the type of received value is **int**. Using an **int** instead of a **char** allows the library to use symbol **EOF** to indicate that no character was received. **EOF is defined to be a value outside of normal character value range and can't be stored in a char variable.** Once you have checked that value is not EOF you can assign it to a char variable if needed.

Note: Some terminal emulators send linefeed when you press enter and some send carriage return and some can send both. Putty sends carriage return in its default configuration. Comment out appropriate if-statement if your terminal show duplicate linefeeds.

A simple delay function

Systick timer and a function that generates a fairly accurate delay. Systick timer is assumed to run at 1000 Hz (once per millisecond). See `periph_blinky` project for example on configuring the systick timer. Systick timer must be configured before you can call `Sleep()`.

You can add this to your project if you need to generate delays.

```
#include <atomic>

static volatile std::atomic_int counter;

#ifdef __cplusplus
extern "C" {
#endif
/**
 * @brief    Handle interrupt from SysTick timer
 * @return   Nothing
 */
void SysTick_Handler(void)
{
    if(counter > 0) counter--;
}
#ifdef __cplusplus
}
#endif

void Sleep(int ms)
{
    counter = ms;
    while(counter > 0) {
        __WFI();
    }
}
```

`Systick_Handler` is called by the timer hardware at the frequency specified by the systick timer configuration. Note that you must not call `Systick_Handler` from your program and that the name of the function must be spelled exactly as in the example above. The `#ifdef __cplusplus` is an essential part of the code and may not be omitted.

The delay generation is simple – just call `Sleep` with the required delay time as parameter. For example to generate 200 ms delay do `Sleep(200)`.

Note: Hardware takes care of calling `Systick_Handler`. Do not call `Systick_Handler` in your code. Do not modify the handler code or `Sleep()`.

Exercise 1

Write a program that reads characters from UART and echoes them back. Before sending the letters back the program changes the letters to either upper case or lower case. **The mode of operation is selected with the onboard button.** The mode toggles every time when you press the button. Hint: use the onboard led to indicate mode (to uppercase/to lowercase) for easier operation.

You must use `Board_UART...()` functions for this exercise.

Your program must use the IO-pin object from lab2 to read the state of the button and to drive the led and output IO-pin. In uppercase mode all characters are echoed back in uppercase (convert received lower case letters to uppercase). In lowercase mode all characters are echoed back in lowercase (convert received upper case letters to lowercase). Characters other than A-Z (a-z) may not be altered and are echoed back as they were received.

Hint: see toupper and tolower functions.

Exercise 2

Write a program that reads characters from UART until linefeed is pressed or 80 characters have been read, whichever occurs first. The program then sends Morse coded text with the red led and pin A0 (port 0, pin 8). Red led is for visual inspection and the IO-pin is for morse code decoder. Note that if you save the characters to a C-style string (char array) you must make sure that you also add a zero at the end of the string to make it a valid C-string.

You must use Board_UART...() functions for this exercise.

In this exercise you need to implement Morse code sender class. The constructor takes two pointers to IO-pin object as parameters: one for led and one for decoder output pin. There must be public members for sending out a string in Morse code. Use overloading and implement member function for both C++ string class and C style interfaces. **The Morse code sender class may NOT use UART** - input handling must be implemented outside the morse code sender class.

Use ITU Morse code for sending characters. Replace characters that don't have a Morse code symbol with 'X'. Morse code is case insensitive. There is only one symbol per letter (no uppercase or lowercase).

International Morse code is composed of five elements:

1. short mark, dot or "dit" (·) — "dot duration" is one time unit long
2. longer mark, dash or "dah" (–) — three time units long
3. inter-element gap between the dots and dashes within a character — one dot duration or one unit long
4. short gap (between letters) — three time units long
5. medium gap (between words) — seven time units long

For more details see Wikipedia article: http://en.wikipedia.org/wiki/Morse_code

The following is an example of an array-based solution for turning uppercase letters to Morse codes.

```
const int DOT = 1;
const int DASH = 3;
struct MorseCode {
    char symbol;
    unsigned char code[7];
};
const MorseCode ITU_morse[] = {
{ 'A', { DOT, DASH } }, // A
{ 'B', { DASH, DOT, DOT, DOT } }, // B
{ 'C', { DASH, DOT, DASH, DOT } }, // C
{ 'D', { DASH, DOT, DOT } }, // D
{ 'E', { DOT } }, // E
```

```

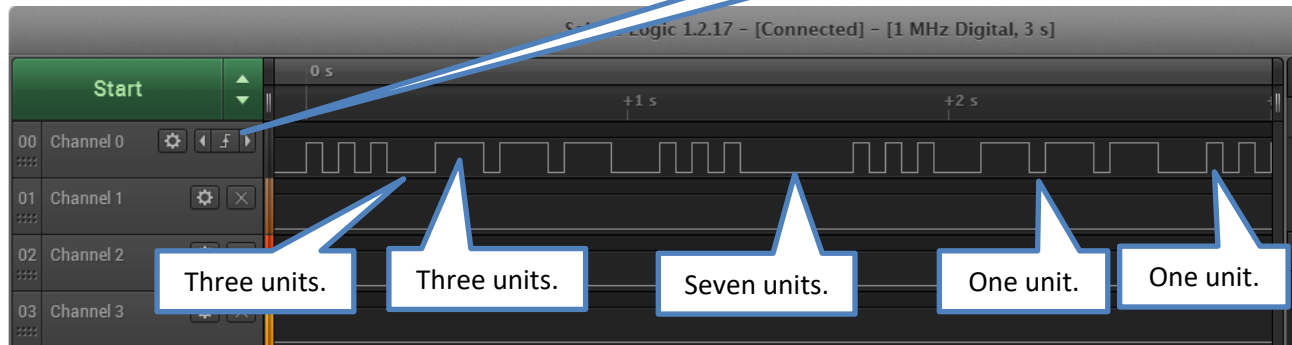
{ 'F', { DOT, DOT, DASH, DOT } }, // F
{ 'G', { DASH, DASH, DOT } }, // G
{ 'H', { DOT, DOT, DOT, DOT } }, // H
{ 'I', { DOT, DOT } }, // I
{ 'J', { DOT, DASH, DASH, DASH } }, // J
{ 'K', { DASH, DOT, DASH } }, // K
{ 'L', { DOT, DASH, DOT, DOT } }, // L
{ 'M', { DASH, DASH } }, // M
{ 'N', { DASH, DOT } }, // N
{ 'O', { DASH, DASH, DASH } }, // O
{ 'P', { DOT, DASH, DASH, DOT } }, // P
{ 'Q', { DASH, DASH, DOT, DASH } }, // Q
{ 'R', { DOT, DASH, DOT } }, // R
{ 'S', { DOT, DOT, DOT } }, // S
{ 'T', { DASH } }, // T
{ 'U', { DOT, DOT, DASH } }, // U
{ 'V', { DOT, DOT, DOT, DASH } }, // V
{ 'W', { DOT, DASH, DASH } }, // W
{ 'X', { DASH, DOT, DOT, DASH } }, // X
{ 'Y', { DASH, DOT, DASH, DASH } }, // Y
{ 'Z', { DASH, DASH, DOT, DOT } }, // Z
{ '1', { DOT, DASH, DASH, DASH, DASH } }, // 1
{ '2', { DOT, DOT, DASH, DASH, DASH } }, // 2
{ '3', { DOT, DOT, DOT, DASH, DASH } }, // 3
{ '4', { DOT, DOT, DOT, DOT, DASH } }, // 4
{ '5', { DOT, DOT, DOT, DOT, DOT } }, // 5
{ '6', { DASH, DOT, DOT, DOT, DOT } }, // 6
{ '7', { DASH, DASH, DOT, DOT, DOT } }, // 7
{ '8', { DASH, DASH, DASH, DOT, DOT } }, // 8
{ '9', { DASH, DASH, DASH, DASH, DOT } }, // 9
{ '0', { DASH, DASH, DASH, DASH, DASH } }, // 0
{ 0, { 0 } } // terminating entry - Do not remove!
};

```

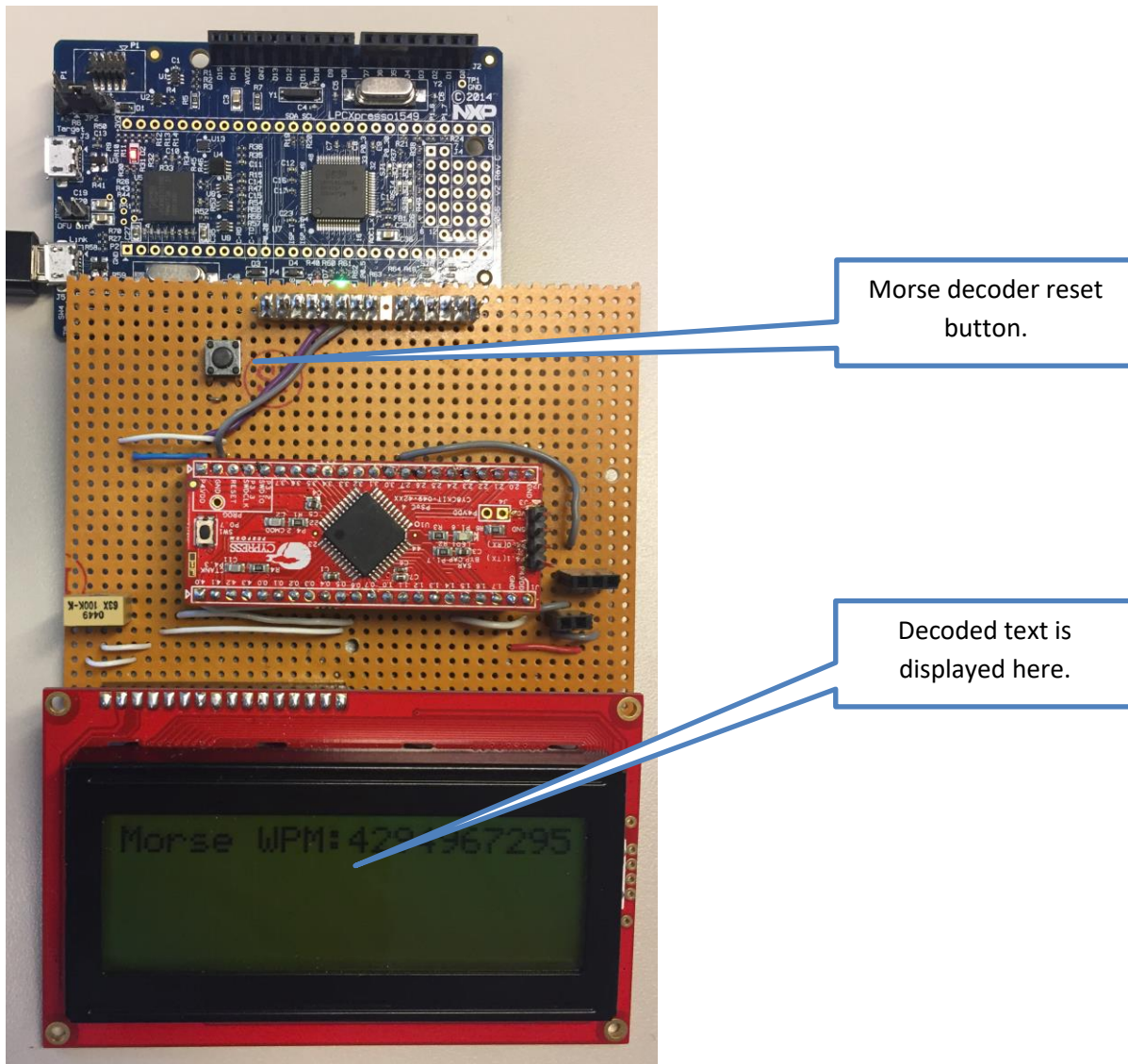
The character at index k can be accessed with `ITU_morse[k].symbol`. If the character is zero then you are at the end of the morse code table.

Code is an array of non-zero numbers that indicate the length of the marks in the code. To read the code at index k: start with `i=0`, loop through `ITU_morse[k].code[i]` increasing `i` on each round until you see a zero that marks the end of the code.

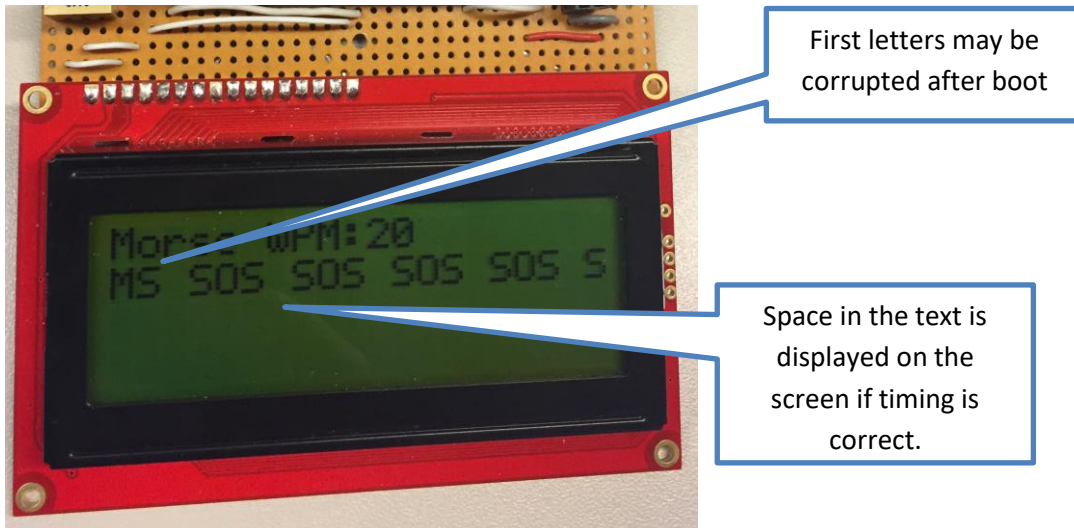
Use a logic analyzer, or an oscilloscope, to capture your output from the IO-pin and check your timings. Pay attention to space between symbols and words!



The functionality of this program will be tested against a Morse code decoder. Do not use dot length that is shorter than 10 ms. Dot duration of 10 ms is about 100 wpm which is way too fast for a human to decode from led blinks. Start with slower speed and test first with easy words like SOS.



Note that first letters after you start debugging with LPCXpresso may be corrupted due to spurious signals during flashing/boot. Screen is cleared automatically when you start another morse transmission. If the screen is cleared when there is space in the text you are sending then your timing is incorrect (too long pause).



Exercise 3

Improve your program so that the time unit is configurable. Use LpcUart-class from the workspace for UART transmit and receive. **Do not use Board_UART...() functions** because they cause the interrupt driven LpcUart class to go out of sync with the hardware.

Program must have the following commands:

wpm <number>

- Set transmission speed in words per minute. Assume that average word length is 60 time units long.

send <text to send>

- Send text that follows the command as morse code

set

- Print current settings (wpm and dot length in milliseconds)

The result of the command and error messages must be sent through UART.