

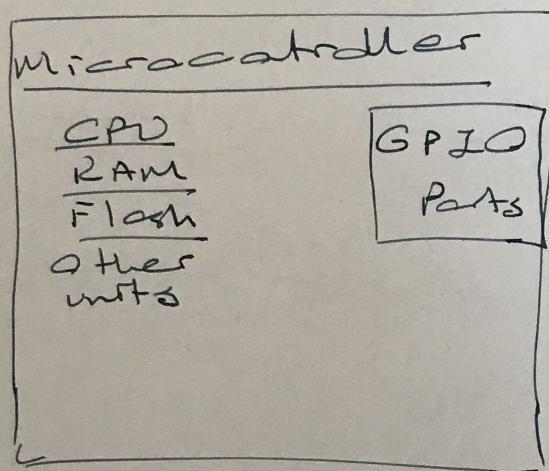
Digital Input and Output

- bit values as voltage levels
- Interfacing voltage levels with the MC
 - Digital input from a button
 - active high / low setup
 - Digital output to an LED
- Mbed based operations
 - Port definitions
 - Reading / writing to a port
- ⇒ simulator.mbed.com
- Examples

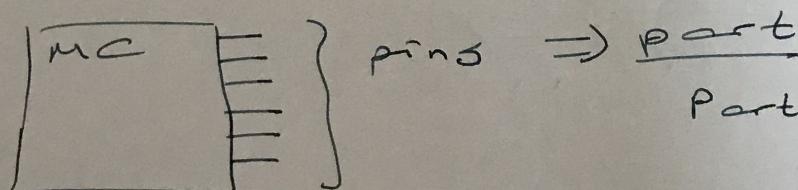
Digital Input and Output

W8-2

- Up to this point, we focused on the MC itself.
- Interface with the outside world
"outside of the microcontroller"
- Get in touch with the outside world.



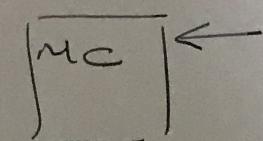
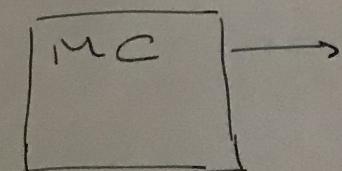
- GPIO → general purpose input output
- collection of pins
 - pin is a wire, connected to the MC.



Port A → 16 pins
B → 16 pins
C
|
|

⇒ under mbed simulator, we just have pins.

- Pins can be used
 - for output
 - for input



→ GPIO

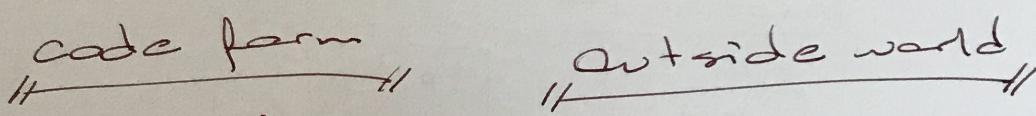
→ Digital Input and Output.

<u>Digital</u>		
<u>Logic Level</u>		
0	→	
1	→	

Voltage Levels

0V

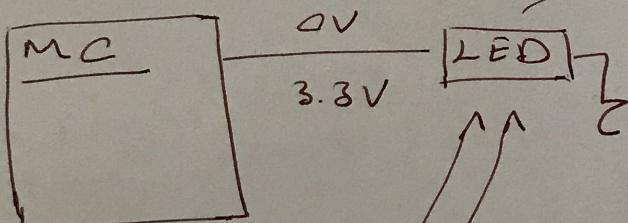
3.3V (example,
V_{CC})



⇒ Let's go with an actual code example.

blinking demo

turn on and off (toggle) an LED available on the board.



works with voltage applied to it.

write code

→ led = 0;

→ led = 1;

⇒ Bit value as voltage level.

⇒ Handled by the MC hardware.

→ Digital IO pin.

→ define its usage purpose

LED1 is available on the board.

DigitalOut led (LED1);

pin name
(given before)

↳ name of out
pins

↳ used the
LED1 as output

led = ! led → if $led = 0 \rightarrow led = 1$ (V_{cc})
toggle value $led = 1 \rightarrow led = 0$ ($0V$)

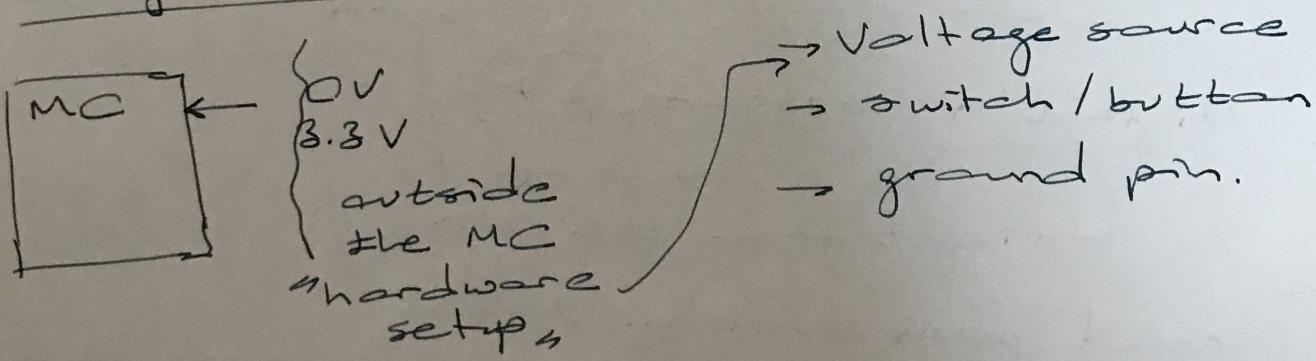
⇒ Till this time we fed data to the outside world.

⇒ How to get "digital data" from the outside world?

→ Two issues

→ hardware setup for this purpose.
 → reading the value in code.

Digital Input



- Active high
- Active low

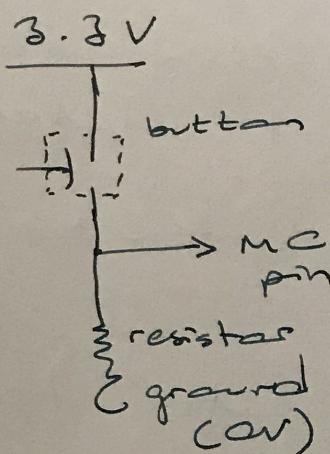
Active high setup

button

"not pressed" → 0V

"pressed" → 3.3V

hardware



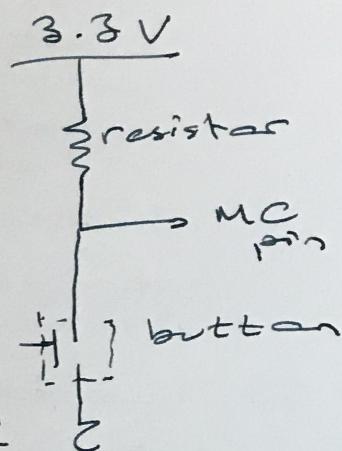
Active low setup

button

"not pressed" → 3.3V

"pressed" → 0V

hardware



Logic level

3.3V → 1

0V → 0

pin hardware

code

Digital In button(P7);

↳ none
 ↳ input from the pin

read push button value

if (button == 1)

button.read() == 1

} check the
value on pin
P7.