

# Microprocessors Lab

## 2- GPIO

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What is GPIO?

GPIO is the Input/Output that we normally use. They gave it a fancy name just to make it look cooler.

Honestly, GPIO a little more than that, but currently, that's all we need to know.

If you want to feel more “nerdish” or boast to your friends about how much you know, visit this [link \[Wikipedia\]](#).



**I/O Unit**



**GPIO**

## How do we use it?

That's pretty easy.

1 - We **define** the **pins** we want and then tell the board to use these pins as input or output.

2 – Set the **pins mode** in the **setup()** function.

3 – In the **void loop()** function we change the values of the pins.

4 – Compile the code.

5 – Design.

In the **Setup()** function, we initialize our variables (if needed) and set pin modes.

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- **Step 1:** Define the pins.

```
#include <Arduino.h>

#define LED_PIN 4
#define SWITCH_PIN 2

int currentState = 0;
int prevState = 0 ;
bool LEDState = false;
```

**Note:** in C/C++ languages, **Booleans** are treated like **Integers**, which means that **True = 1** and **False = 0**, therefore, it doesn't matter if we declare the “**lastState**” variable as **Boolean** or **Integer**.

- **Step 2 :** Pins mode.

```
void setup() {
  // put your setup code here, to run once:
  /*

  pinMode(pinNumber , pinType)
  pinType : INPUT or OUTPUT

  */

  pinMode(SWITCH_PIN, INPUT);
  pinMode(LED_PIN, OUTPUT);
}
```

### Step 3: The Void Loop()

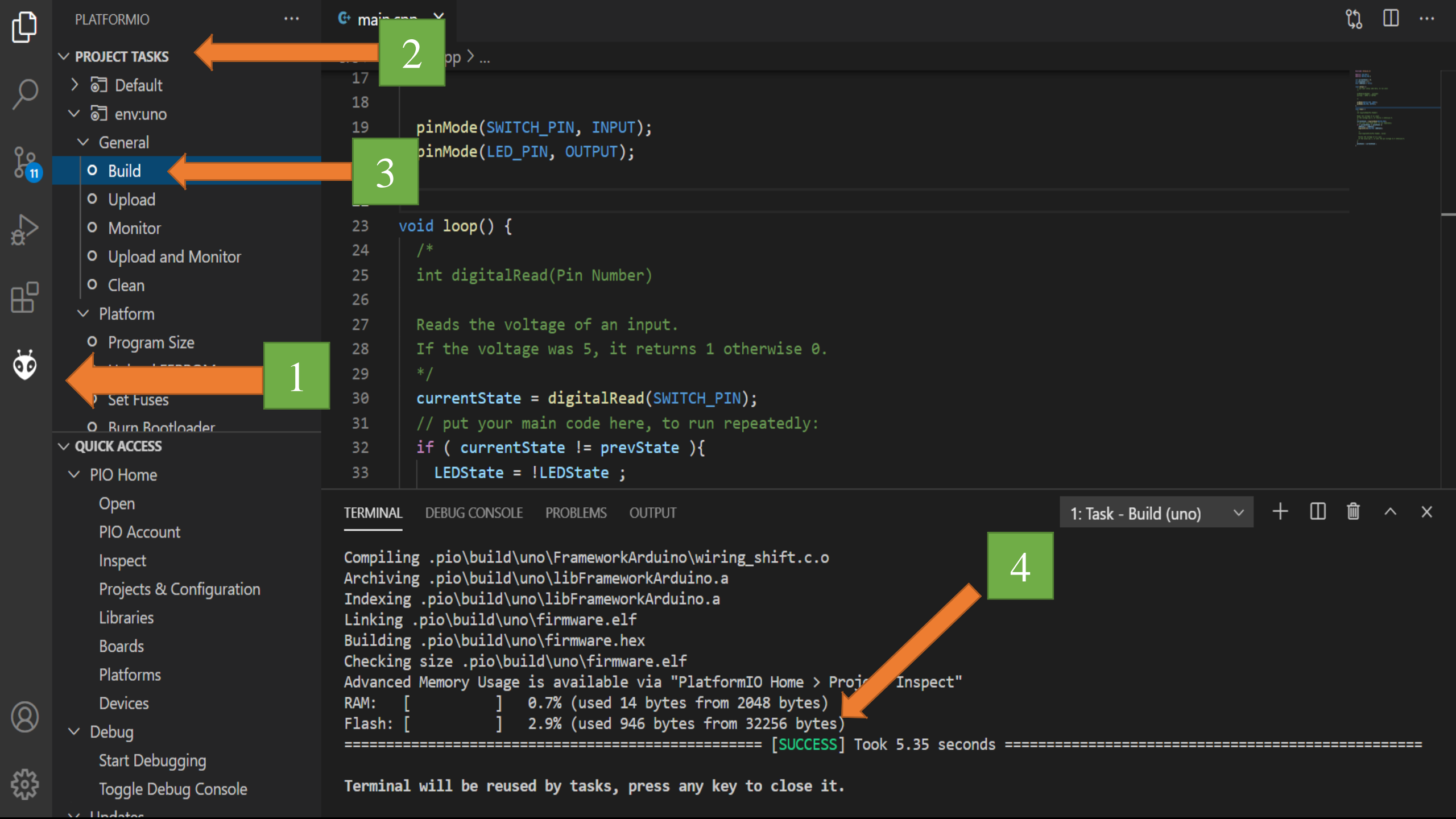
```
void loop() {  
  /*  
   int digitalRead(Pin Number)  
  
   Reads the voltage of an input.  
   If the voltage was 5, it returns 1 otherwise 0.  
  */  
  currentState = digitalRead(SWITCH_PIN);  
  // put your main code here, to run repeatedly:  
  if ( currentState && !prevState ){  
    LEDState = !LEDState ;  
    digitalWrite(LED_PIN, LEDState);  
  
    /*  
   void digitalWrite(Pin Number, value)  
  
   Writes the voltage of on a pin.  
   If the value was 1, it sets the pin voltage to 5 otherwise 0.  
  */  
  }  
  prevState = currentState ;  
}
```

#### \*Bonus\*

Who can say what the code is actually doing?

**Answer:** Every time the switch is pushed, the state of the LED would change based on its previous state. If the LED was **ON**, it would go **OFF** and vice versa.

We write our main code in the `loop()` function. What ever needs to be done by/on the **Arduino** Chipset must be written and specified here.



PLATFORMIO

## PROJECT TASKS

&gt; Default

env:uno

General

Build

Upload

Monitor

Upload and Monitor

Clean

Platform

Program Size

Set Fuses

Burn Bootloader

Burn Bootloader

## QUICK ACCESS

PIO Home

Open

PIO Account

Inspect

Projects &amp; Configuration

Libraries

Boards

Platforms

Devices

Debug

Start Debugging

Toggle Debug Console

Update

pinMode(SWITCH\_PIN, INPUT);

pinMode(LED\_PIN, OUTPUT);

void loop() {

/\*

int digitalRead(Pin Number)

/\*

Reads the voltage of an input.

If the voltage was 5, it returns 1 otherwise 0.

\*/

currentState = digitalRead(SWITCH\_PIN);

// put your main code here, to run repeatedly:

if ( currentState != prevState ){

LEDState = !LEDState ;

## TERMINAL

DEBUG CONSOLE

PROBLEMS

OUTPUT

Compiling .pio\build\uno\FrameworkArduino\wiring\_shift.c.o

Archiving .pio\build\uno\libFrameworkArduino.a

Indexing .pio\build\uno\libFrameworkArduino.a

Linking .pio\build\uno\firmware.elf

Building .pio\build\uno\firmware.hex

Checking size .pio\build\uno\firmware.elf

Advanced Memory Usage is available via "PlatformIO Home &gt; Project &gt; Inspect"

RAM: [ ] 0.7% (used 14 bytes from 2048 bytes)

Flash: [ ] 2.9% (used 946 bytes from 32256 bytes)

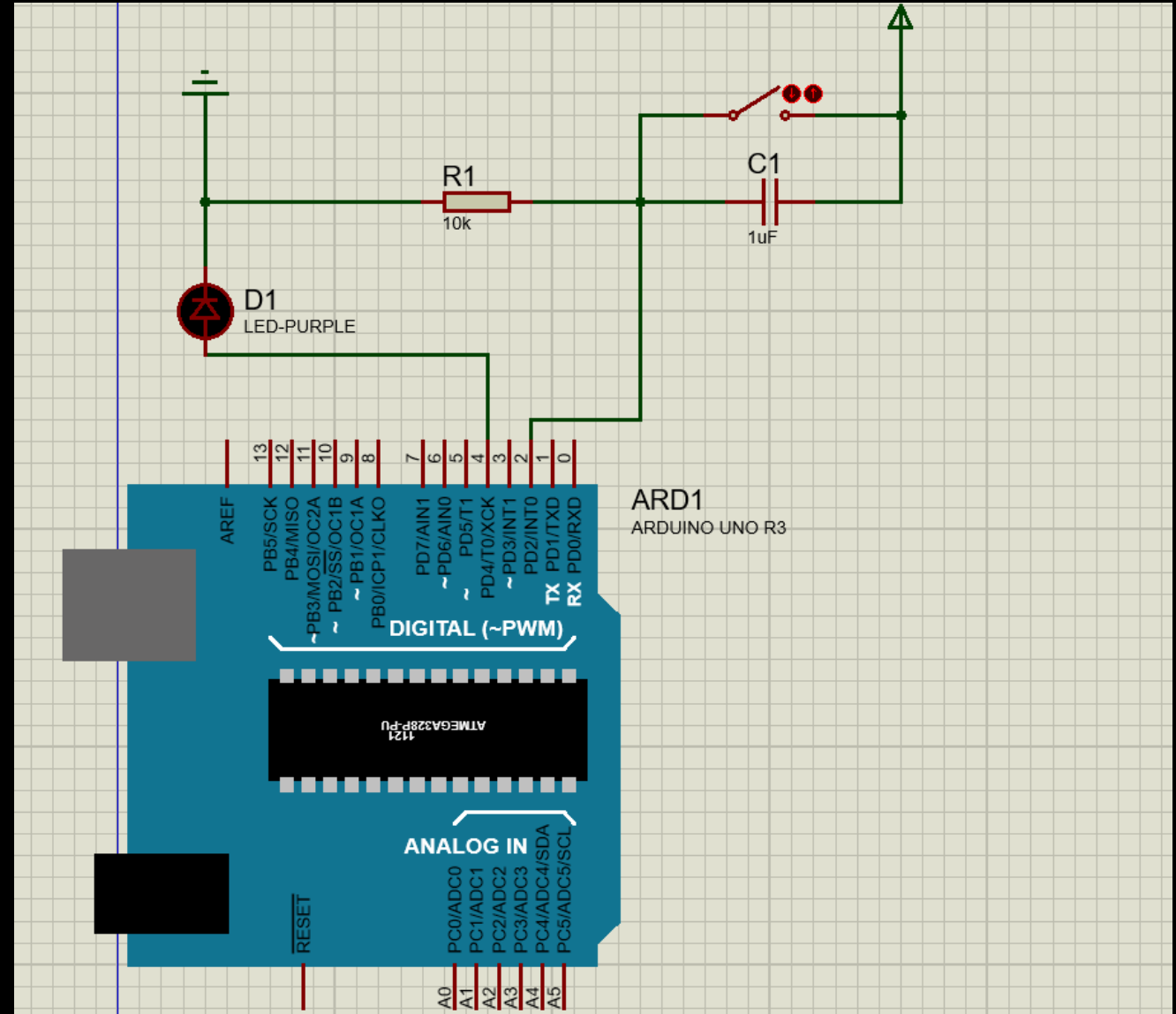
===== [SUCCESS] Took 5.35 seconds =====

Terminal will be reused by tasks, press any key to close it.

## Step 5: Design

Remember that the switch circuit contains a **low-pass filter**.

After our design is completed, we should connect our board to the “[firmware.hex](#)” file, which is produced by the time we compiled our **C/C++** code in the **Visual Studio Code**.





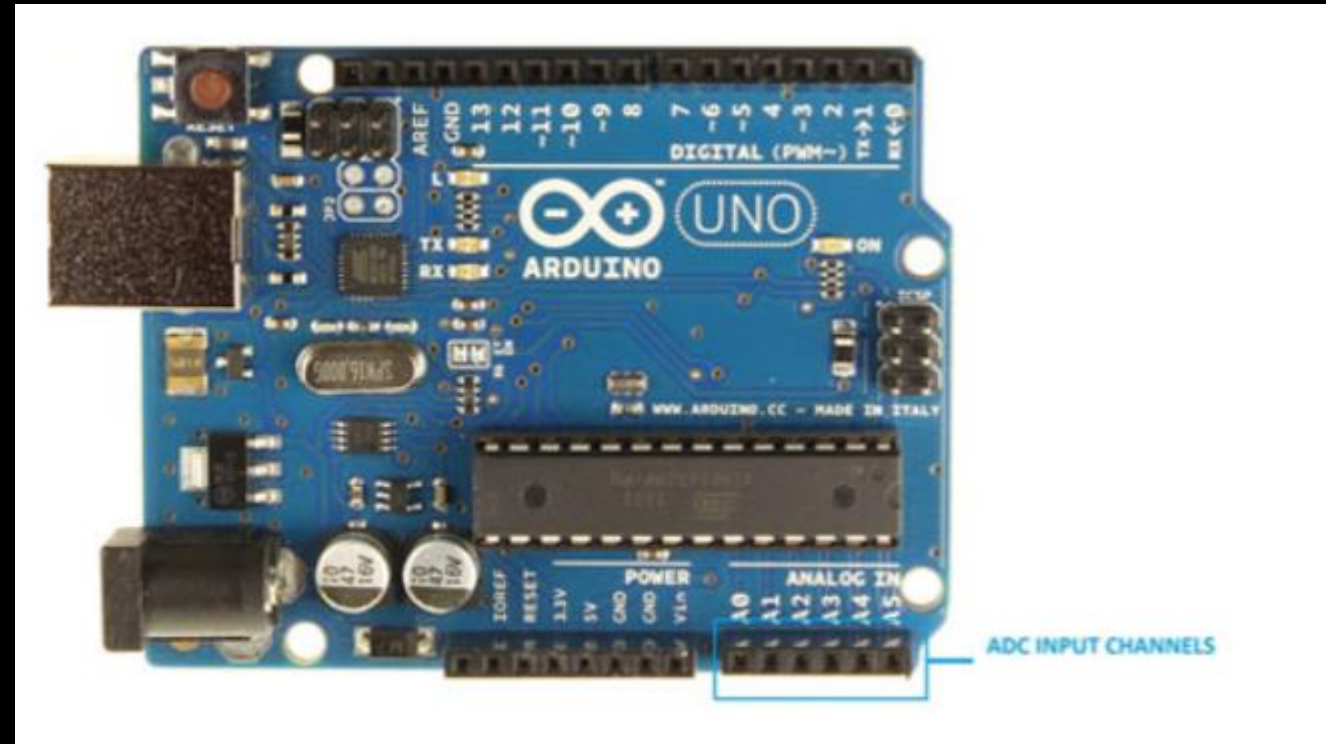
# ADC

In electronics, an analog-to-digital converter (ADC, A/D, or A-to-D) is a system that converts an analog signal, such as a sound picked up by a microphone or light entering a digital camera, into a digital signal. An ADC may also provide an isolated measurement such as an electronic device that converts an input analog voltage or current to a digital number representing the magnitude of the voltage or current. Typically the digital output is a two's complement binary number that is proportional to the input, but there are other possibilities. [\[Wikipedia\]](#)



4-channel stereo multiplexed analog-to-digital converter WM8775SEDS made by [Wolfson Microelectronics](#) placed on an [X-Fi Fatal1ty Pro](#) sound card.

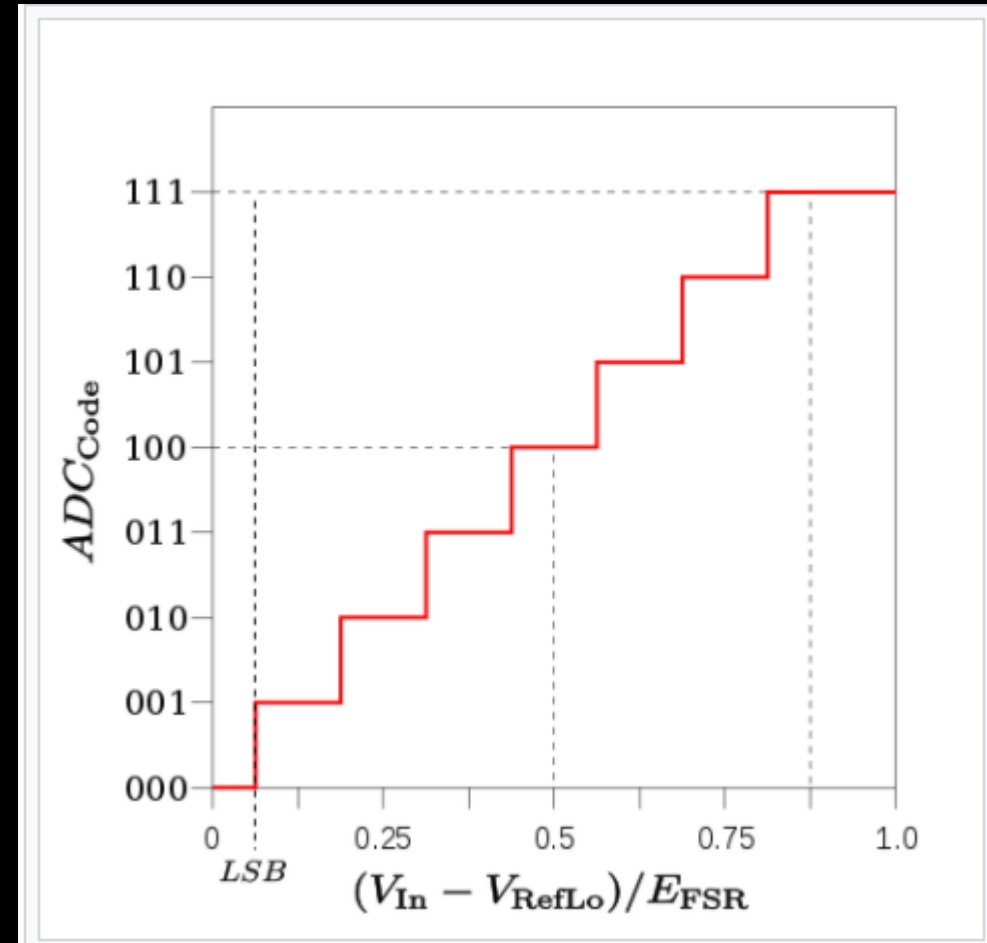
In this tutorial we are introducing concept of ADC (Analog to Digital Conversion) in ARDUINO UNO. Arduino board has six ADC channels, as show in figure. Among those any one or all of them can be used as inputs for analog voltage. The **Arduino Uno ADC** is of 10 bit resolution (so the integer values from  $(0-(2^{10}) 1023)$ ). This means that it will map input voltages between 0 and 5 volts into integer values between 0 and 1023. So for every  $(5/1024=4.9\text{mV})$  per unit.





You have already been acquainted with the concept of ADC in the Microprocessors. How can we use it here?

In the following slides, we are going to **design** and **implement** a project using ADC.



The figure demonstrates mapping 1 volt in 3 bits

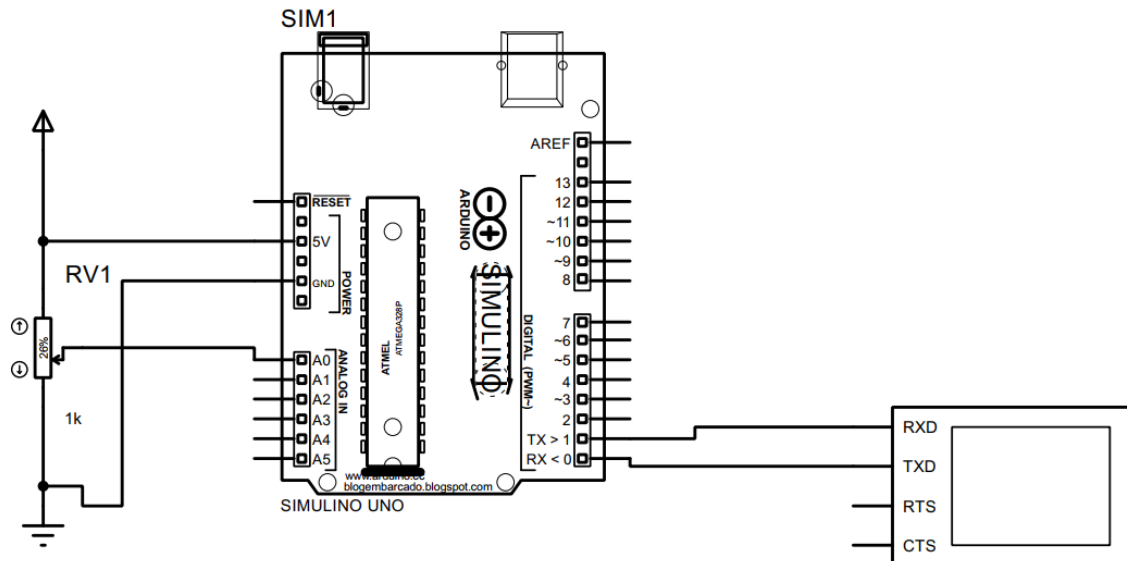
## ADC Sample Project Description:

In all of this we are going to connect a potentiometer or pot to the 'A0' channel, and we are going to show the ADC result in the terminal.

The description is pretty simple; get the ADC result and print it :\\

We use a potentiometer and connect its inputs to **GND** and **VDD** and its third wire to **A0** port. In order to print the result in the terminal we should use the **Serial Communication Unit** (which will be thoroughly explained later).

```
1  #include <Arduino.h>
2
3  int adc_val = 0;
4
5  void setup() {
6      pinMode(A0, INPUT);
7      Serial.begin(9600);
8  }
9
10 void loop() {
11     adc_val = analogRead(A0);
12     Serial.println(adc_val);
13 }
14
```



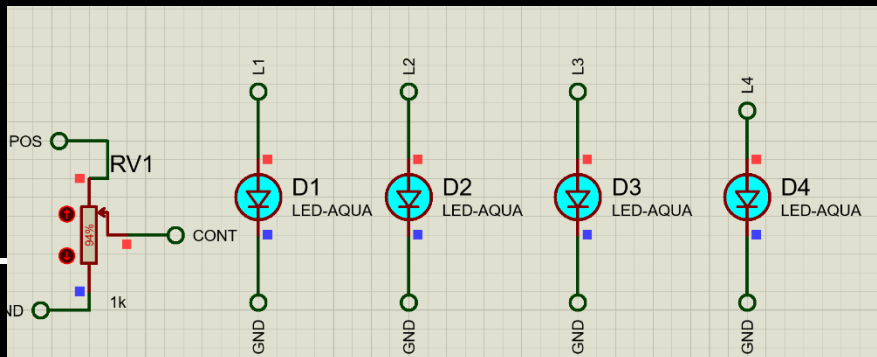
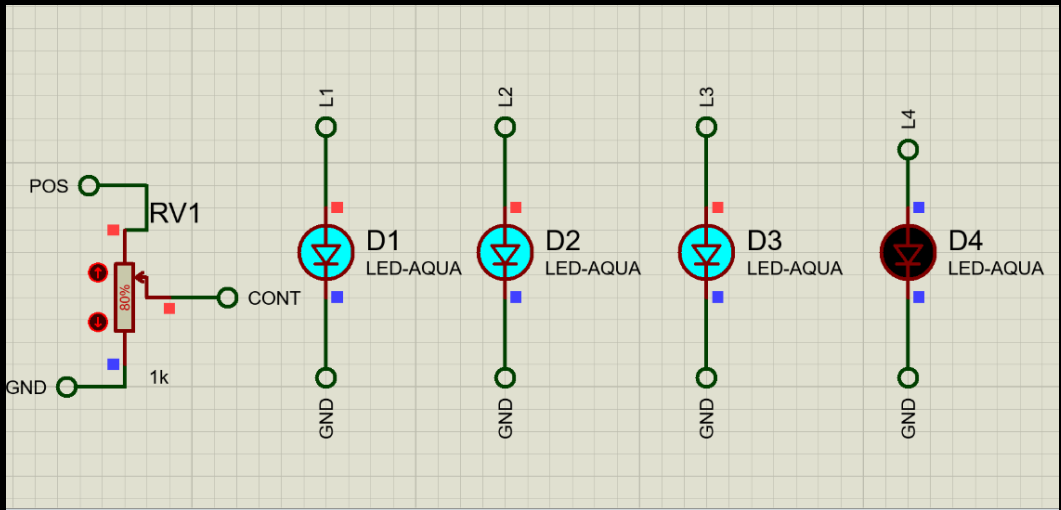
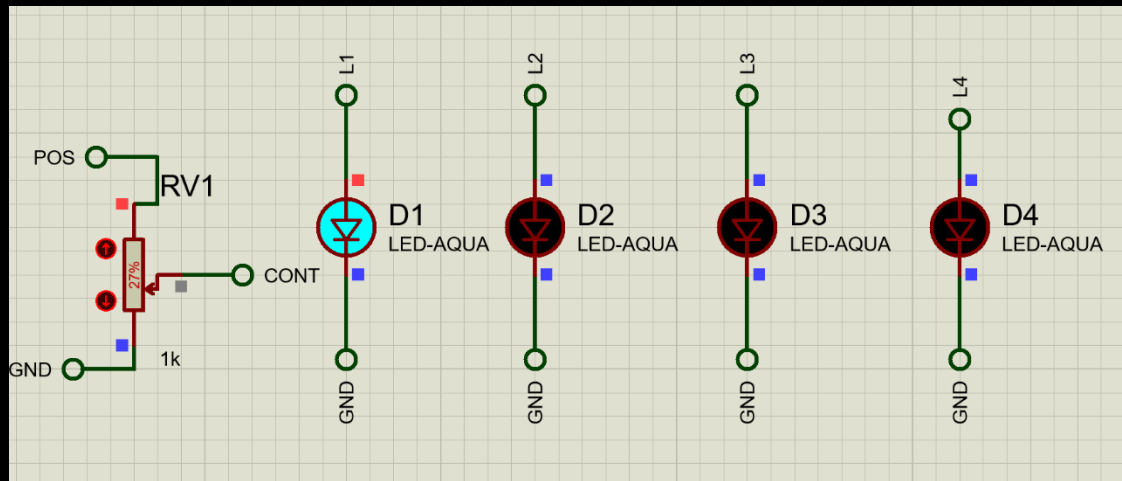
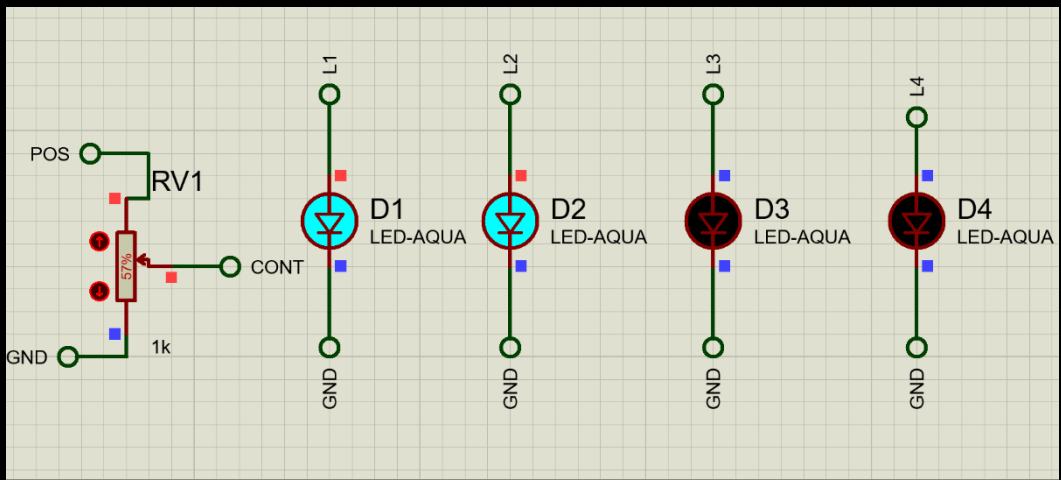
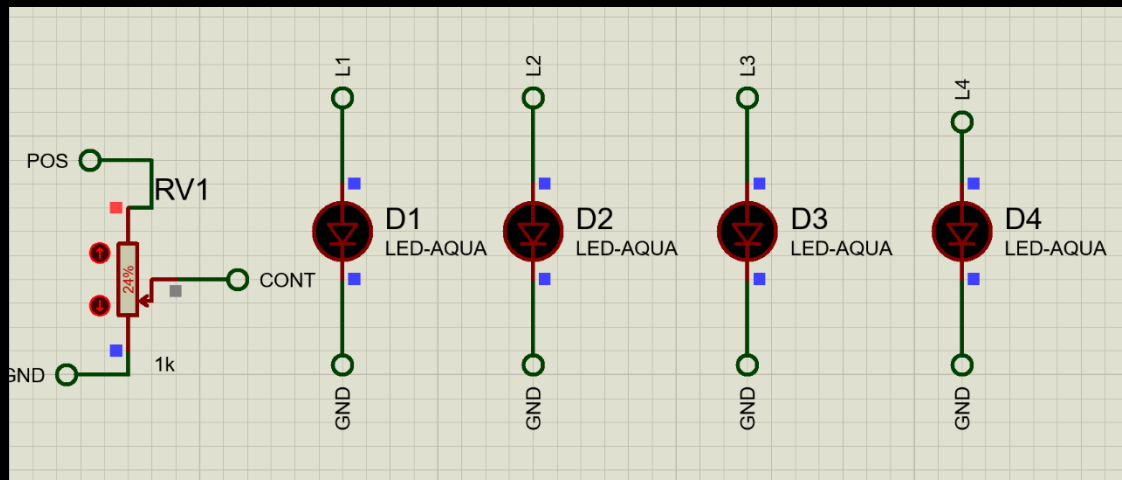
# *Class Work:*

Design a horizontal bar graph using 4 LEDs which is used to display potentiometer's value as described:

0%:	No LED is ON
1-25%:	One LED is ON
25-50%:	Two LEDs are ON
50-75%:	Three LEDs are ON
75-100%:	Four LEDs are ON

Look at the schematics on the next page.

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# If you had any questions:

1. Google is your friend!
  2. If you did not find your answer on Google, search it on YouTube. There is definitely an Indian fellow answering your questions.
  3. After all, you can also ask your graders (:
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