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- 1) Fazer uma aquisição analógica;
- 2) Acender o LED azul quando o valor for próximo de 3.3 V e o LED verde quando o valor for próximo de 0 V.

Para estes dois itens, como é igual ao exercício 8, podemos reutilizar o código daquele exercício, fazendo as adaptações necessárias para utilizar as definições dos registradores dadas pelo codewarrior (através do #include "derivative.h", que por sua vez da um #include <MKL25Z4.h>)

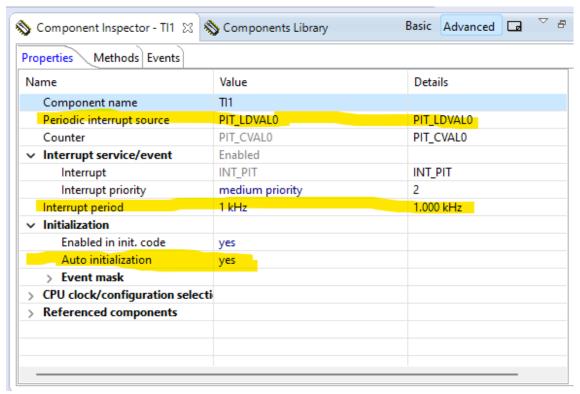
Código:

```
#include "derivative.h" /* include peripheral declarations */
void ADC0_init(void);
void LED_set(int s);
void LED_init(void);
int main(void)
     short int result;
     LED_init();
     ADC0_init();
     while (1)
         ADCO_SC1A = 0x10; // inicia a conversao, single-ended, AD8
selecionado como input
         while (!(ADC0_SC1A & 0x80)){} //aguarda a conversao acabar (faco
um AND entre a flag COCO e 1, quando os 2 forem 1, retorna 1 e para o
while)
         result = ADC0 RA; // le o resultado da conversao na var result
         LED_set(result >> 7); // seta o led com base no bit 7 do result
void ADC0_init(void) {
    SIM_SCGC5 |= (1<<10); // enable clock PORTB (pg. 206)</pre>
    SIM_SCGC6 |= 0x8000000; // enable clock ADC0 (pg. 207)
    PORTE_PCR0 = 0; // enable PTB0 pin out
    ADC0 SC2 &= ~0x40; // software trigger
    ADC0_CFG1 = 0x54;
```

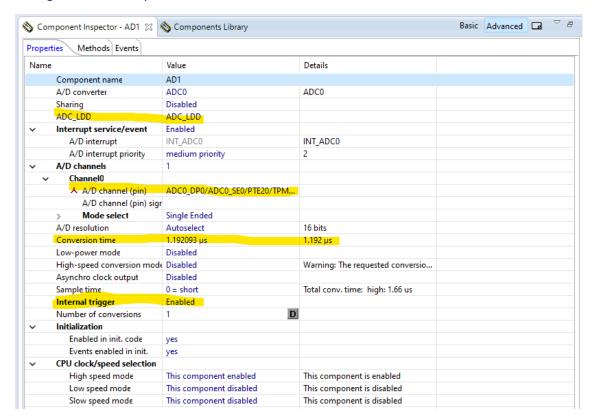
```
void LED_init(void) {
   SIM_SCGC5 |= 0x1000; // enable clock PORTD
   SIM_SCGC5 |= 0x400; // enable clock PORTB
   // posso dar enable nos dois clocks ao mesmo tempo? sim!
   PORTD_PCR1 = 0x100; // enable PTD1 as GPIO (pg. 183) (Blue LED)
   PORTB_PCR19 = 0x100; // enable PTB19 as GPIO (Green LED)
   PORTB_PCR18 = 0x100; // enable PTB18 as GPIO (Red LED)
   GPIOB_PDDR |= 0x80000; // make PTB19 (Green LED) as output (pg. 778)
(bit relativo ao numero da porta)
   GPIOB_PDDR |= 0x40000; // make PTB18 as output (Red LED)
   GPIOB_PDDR |= 0x02; // make PTD1 as output (Blue LED)
void LED_set(int s) {
   if (s & 1) { // usa BIT 0 de s
       GPIOB_PCOR = 0x40000; // turn on
   } else {
       GPIOB_PSOR = 0x40000; // turn off
   // Green LED
   if (s & 2) { //usa BIT 1 do s
       GPIOB_PCOR = 0x80000; // turn on
   } else {
       GPIOB_PSOR = 0x40000; // turn off
   // Blue LED
   if (s & 4) { //usa bit 2 do s
       GPIOD_PCOR = 0x02; // turn on
   } else {
       GPIOD PSOR = 0x02; // turn off
```

3) Utilizar um timer periódico para, por interrupção, disparar a conversão AD. Usar a interrupção de fim de conversão para acender os LEDs. Permitido o uso do Processor Expert para este item.

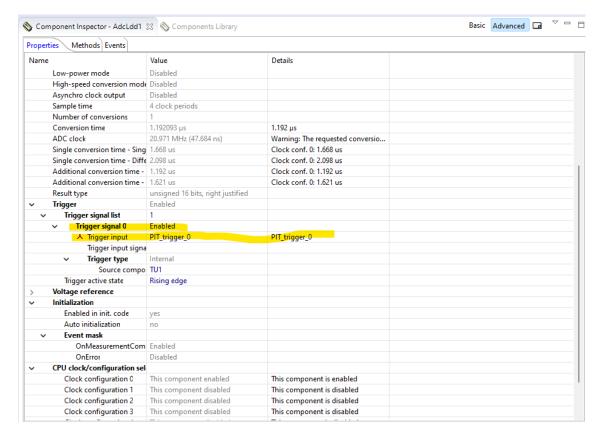
Configurando o timer periódico usando o "Component" TimerInt LDD:



Configurando o "Component" ADC:



Repare que o "Internal trigger" está em "Enabled". Vamos configurar o input do trigger do ADC utilizando o Timer que criamos:



Agora, vamos configurar dois arquivos: events.c e main.c

Código do events.c:

```
Filename : Events.h
     Project
     Processor : MKL25Z128VLK4
     Component : Events
     Version
              : Driver 01.00
     Compiler
              : GNU C Compiler
     Abstract
        This is user's event module.
        Put your event handler code here.
     Settings
     Contents
        Cpu_OnNMIINT - void Cpu_OnNMIINT(void);
** @file Events.h
** @version 01.00
** @brief
        This is user's event module.
        Put your event handler code here.
```

```
@addtogroup Events_module Events module documentation
#ifndef __Events_H
#define __Events_H
/* MODULE Events */
#include "PE_Types.h"
#include "PE_Error.h"
#include "PE_Const.h"
#include "IO_Map.h"
#include "TI1.h"
#include "TU1.h"
#include "AD1.h"
#include "AdcLdd1.h"
#include "Bit1_Green_LED.h"
#include "BitIoLdd1.h"
#include "Bit2_Blue_LED.h"
#include "BitIoLdd2.h"
#ifdef __cplusplus
extern "C" {
#endif
      Event
                : Cpu_OnNMIINT (module Events)
      Component : Cpu [MKL25Z128LK4]
      @brief
         This event is called when the Non maskable interrupt had
          occurred. This event is automatically enabled when the [NMI
          interrupt] property is set to 'Enabled'.
void Cpu_OnNMIINT(void);
void AD1 OnEnd(void);
      Event : AD1 OnEnd (module Events)
      Component : AD1 [ADC]
```

```
This event is called after the measurement (which consists
          of <1 or more conversions>) is/are finished.
          The event is available only when the <Interrupt
          service/event> property is enabled.
      Parameters : None
               : Nothing
      Returns
void AD1_OnCalibrationEnd(void);
                 : AD1_OnCalibrationEnd (module Events)
      Component : AD1 [ADC]
      Description :
          This event is called when the calibration has been finished.
          User should check if the calibration pass or fail by
          Calibration status method./nThis event is enabled only if
          the <Interrupt service/event> property is enabled.
      Parameters : None
      Returns : Nothing
      Event : TI1_OnInterrupt (module Events)
      Component : TI1 [TimerInt_LDD]
      @brief
          Called if periodic event occur. Component and OnInterrupt
          event must be enabled. See [SetEventMask] and [GetEventMask]
          methods. This event is available only if a [Interrupt
      @param
          UserDataPtr
                            RTOS specific data. The pointer passed as
                            the parameter of Init method.
void TI1_OnInterrupt(LDD_TUserData *UserDataPtr);
#ifdef __cplusplus
  /* extern "C" */
```

Código do main.c:

```
Project
     Processor : MKL25Z128VLK4
    Compiler
             : GNU C Compiler
    Abstract :
       Main module.
       This module contains user's application code.
    Settings
     Contents
       No public methods
** @file main.c
** @version 01.01
** @brief
       Main module.
       This module contains user's application code.
 @addtogroup main_module main module documentation
  @{
/* MODULE main */
/* Including needed modules to compile this module/procedure */
```

```
#include "Cpu.h"
#include "Events.h"
#include "TI1.h"
#include "TU1.h"
#include "AD1.h"
#include "AdcLdd1.h"
#include "Bit1_Green_LED.h"
#include "BitIoLdd1.h"
#include "Bit2 Blue LED.h"
#include "BitIoLdd2.h"
/* Including shared modules, which are used for whole project */
#include "PE_Types.h"
#include "PE Error.h"
#include "PE_Const.h"
#include "IO_Map.h"
Expert) */
uint16_t adc_value;
/*lint -save -e970 Disable MISRA rule (6.3) checking. */
int main(void)
/*lint -restore Enable MISRA rule (6.3) checking. */
  /* Write your local variable definition here */
  /*** Processor Expert internal initialization. DON'T REMOVE THIS
CODE!!! ***/
  PE low level init();
  /*** End of Processor Expert internal
initialization.
  /* Write your code here */
  while(1) {
    if (adc_value > 200) {
     Bit1_Green_LED_SetVal(); // OFF
     Bit2_Blue_LED_ClrVal(); // ON
    } else if (adc_value > 50) {
      Bit1_Green_LED_ClrVal(); // ON
     Bit2_Blue_LED_SetVal(); // OFF
    } else {
      Bit1_Green_LED_SetVal(); // OFF
      Bit1_Green_LED_SetVal(); // OFF
  /*** Don't write any code pass this line, or it will be deleted during
code generation. ***/
```