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Lab: Lab\_07 LCD 2

Class: ECET 30903

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1. Understand the Program’s Purpose
   1. State the problem/purpose:
      * + Writing a program that will display a longer message to the LCD screen and flip the back lighting.
   2. Then Identify
      * Inputs: List the hardware input(s) needed?
        + String literal giving by instructor.
      * Process: Simples steps needed to preform program logic
        + Pushing the string to the LCD display
      * Outputs: List the hardware output(s) needed?
        + 16 bit LCD screen
2. Design/Assign the hardware configuration. (For embedded system design)
   1. Create a table to identify and organize I/O hardware configuration assignments. Make sure to only include the I/Os the program needs.
      * + Table is below

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| **Identify I/Os hardware configuration assignments** | | | | |
| **I/Os Needed** | **Port name** | **Port address** | **purpose** | **Initial setting for 8-bit Port’s DDRx** |
| LCD | PORTK | 0x32 | output | DDRK = 0xFF default setting |

* + - What hardware I/Os are needed? Identify each I/O by hardware name.
      * LCD Screen
    - Assign I/O hardware pin/port names and memory mapped Port address:
      * MC9S12XEP100 chip

LCD Screens are controlled by PORTK at memory mapped address 0x32

Set the I/O’s data directional register accordingly. Is the I/O used as an input or an output?

* + - * Dip switches are used as inputs: since all I/Os default as inputs you do not need to set the corresponding Data directional register.
      * LCD screen is used as outputs: all 0-7 bits of PORTK are used to control the LCD, so, set these bits as outputs….DDRC = 0xFF;

1. Design the Program Logic:

Break down each task that the program must perform into a series of logical steps.

* Light the LCD bit by bit with each Character given
  1. Develop an algorithm pseudo code:
* Push the Char string to LCD
* Display it on LCD
  1. Flowchart the algorithm:

Flowchart: a diagram that graphically depicts the steps of an algorithm, where specific symbols represent each step in the algorithm.

|  |  |  |  |
| --- | --- | --- | --- |
| **Identify function(s)** | | | |
| **Return data type** | **Function name** | **Parameter list** | **purpose** |
| void | Delay | (void) | receives nothing, Creates a delay of count 100  , returns nothing |
| void | DisplayInitialize | (void) | Receives nothing, Initialized the LCD screen calling, returns nothing |
| Void | DisplayChar | (void) | Receives nothing, Sends a string Literal to the LCD, returns nothing. |

* Identify any function(s) if needed for tasks identified. Will the function receive any arguments, will the function return a value, what variable(s) will the function need to perform its task? Can use table as exampled at end of this document.
* Identify variable(s). Determine if the variables are to be global, local, uninitialized, initialized.