## Peer Review #3

This review is for Lab 6: Pulse-width modulation using the programmable timer in C. The goal for this lab is to use what we have previously learned about timer interrupts and apply it to make a pulse width change depending on the value pressed by a keypad. This applies knowledge of normal GPIO interrupts, the using of a keypad, and an interrupt timer, all mixed into one lab to create this function. Used in this lab includes: A breadboard (with studio), a TM32 NUCLEO-L432KC Board, wires, and a .c file. This lab is very similar to last weeks Lab 5, where we first learned to use the timer to count in different increments, however, this time we use that timer not to count, but to instead change the time variation between pulses that can be seen on an oscilloscope. Duty cycle = T1/T. We then use the scope to view and verify our output for each keypad input. We can also view the keypad value pressed on the DIO pins in Static IO of Waveforms. With these two things we can verify the results of our code.

## The program written obtains the following steps:

- 1. Establish variables used, pins set up, and interrupts setup (including normal interrupts and timer)
- 2. Enter an infinite loop where we do nothing
- 3. If an interrupt is pressed, we find the value pressed and change the duty cycle output to the corresponding keypad value pressed.
- 4. Then go back to the loop and wait.

My code for this worked very well and did not have too many problems. The connections I made matched the pinout that I drew for Lab 5, and added the PA0 output pin for testing the output duty cycle on the scope. The code for this lab is shown on the next page.

After setting up the lab and testing it out I had a couple small problems where I had forgot to change TIM7 to TIM2 and this caused a lot of errors in the code. After going through and changing all those, I could not get the ARR to upload right, because I had OR'd the wrong bits into the mode register. However, after getting these figured out the rest of the lab went simple. I learned to also view the input of the keypad after the AND gate to view if the keypad is sending the signal low or not. The scope was easily set up by connecting to any ground on the board, and then probing the output pin set PA0. Screenshots for the Duty cycle of 30% and 50% are shown in the Figures below.

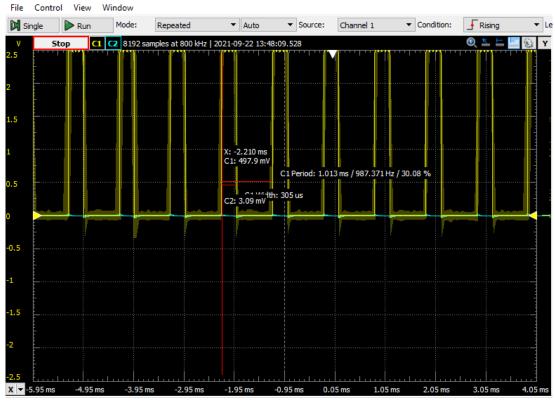


Figure 1

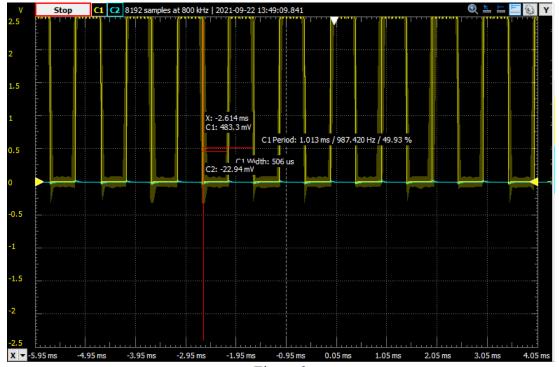


Figure 2

```
1
3 □□□/* ELEC 3040 - Lab 6
 4
 5 | | | | /*========*/
 6 🗆 🗆 🗆
 7
 8 🗆 🗆 🗆
 9 □□#include "stm3214xx.h" /* microcontroller information */
 10 🗆 🗆 🗆
 11 \square \square \square
 12
 13 □□□/* Define global variables */
 14
 15 □□□static unsigned int counter; //value of count (0-
9)
 16 🗆 🗆 🗆
 17 🗆 🗆 static unsigned int button; //value of button
press
 18 🗆 🗆 🗆
 19 □□□unsigned int col;
                       //what column has been
pressed
 20 🗆 🗆 🗆
 21 □□□unsigned int row;
                                   //what row has been
pressed
 22
 23 \( \subseteq \subseteq \text{static unsigned int colNum;} \) //what column #
has been pressed
 24
 25 □□□static unsigned int rowNum; //what row # has
been pressed
 26 🗆 🗆 🗆
 27 \[
\text{\subset} \] unsigned int ccrNum; //value for duty cycle
 29 □□□static unsigned int go;
                                              //handler
variable
 30 🗆 🗆 🗆
 31 \square\square\squareunsigned int i,j,n,k;
                                            //delay
variables
 32 🗆 🗆 🗆
 33 \[ \Boxed \Boxed \text{static unsigned int keypad_map [4][4] = { \boxed //keypad \]
matrix, no press = 0xFF
 34
 35 \Box\Box\Box {0x01,0x02,0x03,0x0A}, //0,0;1st row
 36 🗆 🗆 🗆
```

```
37 \square \square \square \square  {0x04,0x05,0x06,0x0B}, //1,0;2nd row
 38 🗆 🗆 🗆
 39 \Box\Box\Box {0x07,0x08,0x09,0x0C}, //2,0;3rd row
 40
 41 \Box\Box\Box {0x0E,0x00,0x0F,0x0D} //3,0;4th row
 42
 43 \square \square \square \}; //0,0; 0,1; 0,2; 0,3;
 44 🗆 🗆 🗆
 45 □□□static unsigned int ccr value [11] = { //CCRy
values according to button press
 46 🗆 🗆 🗆
 47 \square \square \square \square 0, 399, 799, 1199, 1599, 1999,
 48 🗆 🗆 🗆
 49 🗆 🗆 2399, 2799, 3199, 3599, 4001
 50
 51 🗆 🗆 🗎 };
 52
 53
 54
 55 🗆 🗆 🗆 /*-----*/
 56
 57 \[ \Boxed \Boxed \] \rightarrow initialize clocks used in the program */
 58 🗆 🗆 🗆
 59 □□□/* initialize GPIOB pins used in the program */
 61 \square\square\square/* PB[0] = interrupt trigger, output of AND gate (row
signals) */
 62 🗆 🗆 🗆
 63 □□□/* PB[6:3] = displayed value, counter or button */
 64 🗆 🗆 🗆
 65 🗆 🗆 🗆 / *------*/
 66
 67 □□□□static void Setup() {
 68 🗆 🗆 🗆
 69 🗆 🗆 🗆
 70 🗆 🗆 🗆
 71 \( \Boxed{\omega} \Boxed{\omega} \text{ * enable clocks */} \)
 72 🗆 🗆 🗆
 (bit 0) and GPIOB clock (bit 1)
 74
75 🗆 🗆 🗆
 76
 77 □□□ /* configure GPIO pins */
 78 🗆 🗆 🗆
```

```
//PA0 = 00 and PA1 = 00
80 🗆 🗆 🗆
//PA0 = 10 and PA1 = 01
82 🗆 🗆 🗆
83 🗆 🗆 🗆
84
//inputs// display and AND, PB[6:3,0] = 00
86 🗆 🗆 🗆
//outputs// display, PB[6:3] = 01
88
89 🗆 🗆 🗆
90 🗆 🗆 🗆
91 🗆 🗆 🗆 }
92 🗆 🗆 🗆
93 🗆 🗆 🗆
94 🗆 🗆 🗆
95 🗆 🗆 🗆 / *------*/
97 □□□/* initialize GPIO pins used in the program */
98 🗆 🗆 🗆
99 🗆 🗆 🗆 /*-----*/
100
101 □□□□static void PinSetup1() {
102
103 🗆 🗆 🗆
104
105 □□□□□□Setup();
106 🗆 🗆 🗆
107 □□□ /* configure GPIOA pins */
108 🗆 🗆 🗆
109 GPIOA->MODER &= (0xFF00F00F); //inputs//
column and row, PA[11:8,5:2] = 00
111 | G | GPIOA->MODER | (0x00550000); //outputs//
column, PA[11:8] = 01
112
113
114 \square \square \square
115 □□□ /* configure push-pull pins */
116
117 GGPIOA->PUPDR &= (0xffffff00f); //pull-reset//
row, PA[5:2] = 00
```

```
118 🗆 🗆 🗆
PA[5:2] = 01
120 🗆 🗆 🗆
121
122
123
124 \square \square \square
125 🗆 🗆 🗆 }
126
127 🗆 🗆 🗆
128
129 🗆 🗆 🗆 /*-----*/
130
131 □□□/* initialize GPIO pins used in the program */
133 🗆 🗆 🗸 /*-----*/
134
135 □□□□static void PinSetup2() {
136
137 🗆 🗆 🗆
138 🗆 🗆 🗆
139 □□□□□□Setup();
140 🗆 🗆 🗆
141 □□□ /* configure GPIOA pins */
142 🗆 🗆 🗆
143 GGPIOA->MODER &= (0xFF00F00F); //inputs//
column and row, PA[11:8,5:2] = 00
144 \square \square \square
//outputs//
row, PA[5:2] = 01
146
147
148 🗆 🗆 🗆
149 □□□ /* configure push-pull pins */
150
151 GPIOA->PUPDR &= (0xFF00FFFF); //pull-reset//
row, PA[11:8] = 00
152
PA[11:8] = 01
154
155
156
157 🗆 🗆 🗆 }
```

```
158
159
160 000
161 🗆 🗆 🗆 /*-----*/
163 □□□/* enable PWM used in the program*/
165 🗆 🗆 🗸 /*-----*/
166
167 □□□□static void PulseSetup() {
169 🗆 🗆 🗆
170
171 \square\square\square /* enable clock */
172 🗆 🗆 🗆
clock (bit 0)
174 🗆 🗆 🗆
175
176
177 □□□ /* configure pins */
178
179 DDDDGPIOA->MODER &= 0xffffffffc; // PAO = 00, clear
180 🗆 🗆 🗆
alternative function mode
182 🗆 🗆 🗆
183 🗆 🗆 🗆
184
185 □□□ /* select desired AF (timer) */
//mask
bit[3:0]=00
188 🗆 🗆 🗆
//(0x0002);//configure bit[3:0]=0010, AF1 selected
190
191 🗆 🗆 🗆
192
193 □□□ /* configure timer */
194 🗆 🗆 🗆
195 DDDDCC->APB1ENR1 |= RCC APB1ENR1 TIM2EN;
//(0x01);//enable timer module
196 🗆 🗆 🗆
//enable timer counter
```

```
198
199 \[ \begin{aligned}
\text{ \lefth{mask channel}} \\ \text{ 
one (bit[6:4]=00), output mode
200 🗆 🗆 🗆
201 \square\square\square\square\square\squareTIM2->CCMR1 |= (0x00000060);
//configure output mode for PWM mode 1
202
//bit[1:0]=00, clear timer channel 1 output
204
205 \square \square \square \square \square \square TIM2->CCER |= (0x0001);
//bit[1:0]=01, enable timer channel 1 output (active high)
206
207
208 🗆 🗆 🗆
209 □□□ /* configure pulse */
210 🗆 🗆 🗆
212
214 🗆 🗆 🗆
215 \square\square\square\square\square\squareTIM2->CCR1 = 0;
216
217 DDDDDNVIC EnableIRQ(EXTIO IRQn); /* Enable IRQ */
218 🗆 🗆 🗆
219 🗆 🗆 🗎 }
220 🗆 🗆 🗆
221
222
223 🗆 🗆 🗸 /*-----*/
225 □□□/* initialize interrupts used in the program */
227 □□□/* EXTI1 = external interrupt one */
229 \[ \Boxed{\textstyle \textstyle \textsty
230
231 🗆 🗆 🗸 /*-----*/
232
233 □□□□static void InterruptSetup() { //maybe void in ()
234 🗆 🗆 🗆
235
236
237 🗆 🗆 🗆
                                         /* enable clocks */
238
```

```
SYSCFG
240 🗆 🗆 🗆
241 🗆 🗆 🗆
242
243 | | | /* configure port PAO as input source of EXTIO */
244 🗆 🗆 🗆
245 DDDDDSYSCFG->EXTICR[0] &= 0xFFF0; //clear EXTI1
bit in config reg \sim (0xF)
246
247 \square \square \square \square \square \square SYSCFG->EXTICR[0] = 0x0001;
                                             //PB
configuration in EXTIO
248 🗆 🗆 🗆
249
250 🗆 🗆 🗆
251
252
253 □□□ /* configure and enable EXTIO as falling-edge triggered
*/
254
//falling edge trigger enabled
256 🗆 🗆 🗆
257 \square\square\square\square\square\squareEXTI->IMR1 |= 0x0001;
//enable (unmask) EXTIO
258 🗆 🗆 🗆
259 \square \square \square \square \square \square EXTI->PR1 |= 0x0001;
//clear EXTIO pending bit for line 1
260
261 DDDDDDNVIC ClearPendingIRQ(EXTIO IRQn);
//////* Clear NVIC pending bit */
262 🗆 🗆 🗆
263 GOOD ONVIC EnableIRQ(EXTIO IRQn);
//enable IRQ with EXTI line 0 interrupt
264 🗆 🗆 🗆
265
266
267 🗆 🗆 🗆
268 🗆 🗆 🗆
269 🗆 🗆 🗆 🗦
270 🗆 🗆 🗆
271 🗆 🗆 🗆 /*-----
___*/
272
273 □□□/* debounce delay function - do nothing for about 0.001
second */
```

```
274
___*/
276
277 □□□□static void debounce() {
                                  //
278
279 □□□□□for (i=0; i<15; i++) {
                           //outer loop
280
//inner loop
282
//dummy operation for single-step test
284
285 | | | | | | | | | | | | | |
//do nothing
286
288 🗆 🗆 🗆
289 🗆 🗆 🗎 }
290 🗆 🗆 🗆
291 🗆 🗆 🗆
292 🗆 🗆 🗆
___*/
294 🗆 🗆 🗆
295 □□□/* delay function - do nothing for about 1 second */
296 🗆 🗆 🗆
297 🗆 🗆 🗆 /*-----
298 🗆 🗆 🗆
299 □□□□static void delay() {
300 🗆 🗆 🗆
301 □□□□□for (i=0; i<15; i++) {
                         //outer loop
302
*4000*
304
//dummy operation for single-step test
306
//do nothing
308
309 🗆 🗆 🗆 🗆 🗦
310
```

```
311 🗆 🗆 🗦
312
313
314
315 🗆 🗆 🗸 /*-----
___*/
316
317 □□□/* keypad function - find which button has been pressed
*/
318
---*/
320 🗆 🗆 🗆
321 □□□□static void keypad() {
322 🗆 🗆 🗆
323 🗆 🗆 🗆
324
326
327 \square \square \square \square \square \square \square \square \text{rowNum} = 0;
328 🗆 🗆 🗆
329 \square \square \square \square \square \square \square colNum = 0;
330
331 \square \square \square \square \square \square \square \square ccrNum = 0;
332
//initialize
col
334 🗆 🗆 🗆
                                                    //initialize
335 \square \square \square \square \square \square \square row = 0;
row
336
337
338 🗆 🗆 🗆
339 □□□ /* clear unwanted values */
340
//mask
PB[6:3] to 0
342 🗆 🗆 🗆
343 \square\square\square /* columns output 0 and find which row is 0*/
344 🗆 🗆 🗆
345 □□□ //PinSetup1();
346
347 \square \square \square \square \square \square \square row=0;
348 🗆 🗆 🗆
//set column
to output 0, PA[11:8] = 0
```

```
350
//delay
for values to load
352 🗆 🗆 🗆
353 \square\square\square\square\square\squarerow = (~GPIOA->IDR & 0x003C); //get row inputs,
PA[5:2] = 0***check~
354
//shift right by 2
356
357 □□□□□□do {
358
//shift left by 1 to find row count
360
//add to row count
362
363 \square\square\square\square\square while(row < 0x10);
                                              //can only
shift four times
364
365
366
367 \square\square\square /* rows output 0 and find which column is 0 */
368 🗆 🗆 🗆
369 □□□□□□PinSetup2();
370
371 \[ \] \[ \] \[ \] \[ \] \debounce();
372
374 🗆 🗆 🗆
//set row to
output 0, PA[5:2] = 0
376
377 \square (k=0; k<4; k++);
                                                //delay
for values to load
378 🗆 🗆 🗆
PA[11:8] = 0
380 🗆 🗆 🗆
381 □□□□□□col = col >> 8;
//shift right by 8
382 🗆 🗆 🗆
383 □□□□□do {
384
```

```
//shift left by 1 to find column count
386
//add to column count
388
389 \square\square\square\square\square while(col < 0x10);
                                                                                                                                                                                    //can only
shift four times
390 🗆 🗆 🗆
391 🗆 🗆 🗆
392
393 DDDDDbutton = keypad map[--rowNum][--colNum]; //test
and see if works****
394
395 🗆 🗆 🗆
396
397 \[ \begin{aligned} \Boxed 
399 □□□□□□TIM2->CCR1 = ccrNum;
400 🗆 🗆 🗆
401 🗆 🗆 🗆
402
403 \square \square \square \square \square \square \square button = button << 3;
404
//mask
PB[6:3] to 0
406
407 GPIOB->ODR |= button; //output button value,
PB[6:3]
408 🗆 🗆 🗆
409
410 🗆 🗆 🗆
411 🗆 🗆 🗆
412
414
416
417 □□□□□□delay ();
                                                                                                                                                                                                    //1 sec
delay
418 🗆 🗆 🗆
419 □□□□□□delay ();
                                                                                                                                                                                                    //1 sec
delay
420 🗆 🗆 🗆
421 🗆 🗆 🗎 }
422 🗆 🗆 🗆
423
```

```
424
___*/
426
427 □□□/* interrupt handler EXTIO - keypad has been pressed */
428 🗆 🗆 🗆
___*/
430
431 □□□□void EXTIO IRQHandler() { //maybe put void in ()
433
434 🗆 🗆 🗆
435
436
437 \[ \begin{align*} \Boxed{\text{debounce();}}
438 🗆 🗆 🗆
439 \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[ \] \[
440
441 \square\square\square\square\square\squarekeypad();
                                                                                                                                  //keypad logic
442
443 □□□□□□PinSetup1();
444 🗆 🗆 🗆
445 debounce();
446
447
448
449 \square \square \square \square \square \square EXTI->PR1 |= 0x0001;
                                                                                                                                         //clear EXTI0
pending bit*
450 🗆 🗆 🗆
451 GOOD NVIC ClearPendingIRQ(EXTIO IRQn); //clear NVIC
pending bit with EXTI line 1 interrupt
452
453 \square enable irq();
//enable interupts* Maybe this has to go before above line
454 🗆 🗆 🗆
455 🗆 🗆 🗆 }
456
457
458
459 🗆 🗆 🗸 /*-----*/
461 □□□/* main program */
462 🗆 🗆 🗆
463 🗆 🗆 🗸 /*-----*/
```

```
464
465 □□□□int main(void) {
466
467
468 🗆 🗆 🗆
469 □□□□□□Setup();
                                                   //configure
clocks and GPIOB pins
470
471 □□□□□□PinSetup1();
472 🗆 🗆 🗆
473 □□□□□□InterruptSetup();
                                            //configure
interrupts
474 🗆 🗆 🗆
475 □□□□□□PulseSetup();
476
477 \square \square \square \square \square \square \square go = 1;
//initialize go
478 🗆 🗆 🗆
479
480 🗆 🗆 🗆
481 □□□ /* Endless loop */
482 🗆 🗆 🗆
483 □□□□□while(1){
                                                //endless loop
484
//delay for
1 seconds
486
                                                  //see if
487 \square\square\square\square\square\square\square\square\square if (go != 0x01) {
button has been pressed
488
490
491 | | | | | | | | | | | | | |
492
493 □□□□□ /* repeat forever */
494 🗆 🗆 🗆
495 🗆 🗆 🗎 }
496
```