

DE2 UART Jiří Vitouš

Push button	PC0[A0] voltage	ADC value (calculated)	ADC value (measured)
Right	0 V	0	0
Up	0.495 V	101	101
Down	1.202 V	246	245
Left	1.970 V	403	402
Select	3.1818	651	650
none	5	1023	1022

Function name	Function parameters	Description	Example
uart_init	UART_BAUD_SELECT(9600, F_CPU)	Initialize UART to 8N1 and set baudrate to 9600 Bd	uart_init(UART_BAUD_SELECT(9600, F_CPU));
uart_getc	none	Get char from input buffer	uint8_t c= uart_getc();
uart_putc	char	Put character into output buffer to send	uart_putc('c');
uart_puts	const char*	Put character array one by one into output buffer	uart_puts("Ahoj");

Operation	Register(s)	Bit(s)	Description
Voltage reference	ADMUX	REFS1:0	01: AVcc voltage reference, 5V
Input channel	ADMUX	MUX3:0	0000: ADC0, 0001: ADC1, ...
ADC enable	ADCSRA	ADEN	Zapnout ADC
Start conversion	ADCSRA	ADSC	Začít s konverzí vstupní úrovně napětí na digitální reprezentaci
ADC interrupt enable	ADCSRA	ADIE	Umožnit přerušení
ADC clock prescaler	ADCSRA	ADPS2:0	000: Division factor 2, 001: 2, 010: 4, ...
ADC result	ADLAR	ADC9:0	Hodnota po konverzi


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ISR(ADC_vect)
{
    uint16_t value = 0;
    char lcd_string[4] = "0000";

    value = ADC; // Copy ADC result to 16-bit variable
    itoa(value, lcd_string, 10); // Convert to string in decimal
    lcd_gotoxy(8, 0); // set cursor to position 'a'
    lcd_puts(" "); // clear space for new number
    lcd_gotoxy(8, 0); // set cursor to position 'a'
    lcd_puts(lcd_string); // send string

    uart_puts("Button pressed: "); //send text preceding value
    uart_puts(lcd_string); // send character string over UART (value
of adc)
    uart_puts("\n"); // end line

    lcd_gotoxy(13, 0); // set cursor to position 'b'
    lcd_puts(" "); // clear space for new number
    lcd_gotoxy(13, 0); // set cursor to position 'b'

    itoa(value, lcd_string, 16); // Convert to string in hex
    lcd_puts(lcd_string); // send string

    // code for printing button name pressed
    if(value<50)
    {
        lcd_gotoxy(8, 1);
        lcd_puts(" ");
        lcd_gotoxy(8, 1);
        lcd_puts("Right");
    }
    else if((value>=50) & (value < 170))
    {
        lcd_gotoxy(8, 1);
        lcd_puts(" ");
        lcd_gotoxy(8, 1);
        lcd_puts("Up");
    }
    else if((value>=170) & (value < 350))
    {
        lcd_gotoxy(8, 1);
        lcd_puts(" ");
        lcd_gotoxy(8, 1);
        lcd_puts("Down");
    }
    else if((value>=350) & (value < 500))
    {
        lcd_gotoxy(8, 1);
        lcd_puts(" ");
        lcd_gotoxy(8, 1);
        lcd_puts("Left");
    }
    else if((value>=500) & (value < 800))
    {
        lcd_gotoxy(8, 1);
    }
}

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        lcd_puts(" ");
        lcd_gotoxy(8, 1);
        lcd_puts("Select");
    }
    else
    {
        lcd_gotoxy(8, 1);
        lcd_puts(" ");
        lcd_gotoxy(8, 1);
        lcd_puts("None");
    }

// parity bit computation for even parity of whole "value", if odd then add parity^=1;

    uint8_t parity=0;

    for(uint8_t i=0;i<16;i++)        // go through the whole length of "value"
    {
        parity^= (value & 0x01);    // parity XOR (if last bit is one)
        value>>=1;                  // bit shift value right
    }

    lcd_gotoxy(15, 1);              // move to some free location
    if(parity==1)                    // decide if parity bit is zero or one
        lcd_putc('1');              // put parity bit onto display
    else
        lcd_putc('0');              // put parity bit onto display

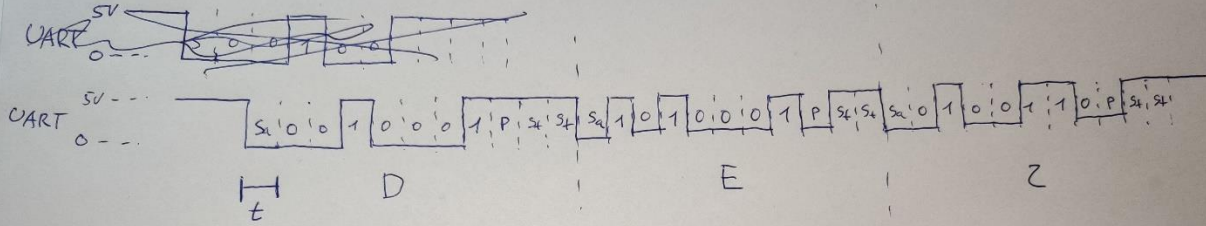
}

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702 | DEZ → 44 | 45 | 32_h → 0100 0100 | 0100 0101 | 0011 0010

~~DEZ~~

44 45 32



$$t = \frac{1}{4800} \approx \underline{\underline{0,208 \text{ ms}}}$$