## **C6 – Digital Input and Output**

## Preparation

- 1. The header file required to interface to the digital pins is the avr/io.h file. To set a port as an output DDRx = 0xFF; where x is the port letter.
- 2. Vs = 3.3V, Vled = 2v, therefore Vr = 3.3 2 = 1.3, I = 0.01A, R =  $1.3/0.01 = 130\Omega$ .
- 3. This can't be replaced with a single resistor since if multiple segments are lit then more current is going through the resistor and therefore there is a bigger voltage drop across it and the two segments are more dim than if a single one was lit.
- 4. The standard power delivery for USB 2.0 is 5V at 500mA which is plenty bigger than 8x10mA.

- 6. To configure a port as input you use the command DDRx = 0x00; where x is the port letter.
- 7. It is a good ideas to have a pullup resister enabled since it doesn't leave the pin floating, this often adds a resistor between 20 and 50kR. To enable this feature use the command PORTx = 0xFF; where x is the port letter.
- 8. To read a logical high the voltage must be above 2.53v, to read a logical low it must be bellow 0.66v.
- Switch bounce is when the switch is moved from one voltage level to another but keeps flicking back and forth quickly and then settles. This is as the contacts meet.

- 10.One simple hardware fix for this is to add a small capacitance to the pin (e.g. 100nF) which will help dampen the logic level as the button is pressed. A simple software solution is to add a small delay. The software solution will add unwanted use of processor time but is free to implement compared to the hardware solution.
- 11. With the rotary encoder there are two switches A and B. If switch A is switched first then the rotary encoder is rotating in one direction, if switch B is switched first then it is rotating in the opposite direction.
- 12. The speaker takes 30mA of current whereas the microcontroller can drive 40mA.