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; conditional_input.asm
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; Description: PC7 - PC0 reads switch inputs when PE0 is 1, which reads from the
               output from the DFF, and displays to the bargraph LED. PE1 clears
               the DFF.
;
start:
                       ; load r16 with all 1s
    ldi r16, 0xFF
    out VPORTD DIR, r16; VPORTD - all pins configured as outputs
    ldi r16, 0x00 ; load r16 with all 0s
    out VPORTC_DIR, r16 ; VPORTC - all pins configured as inputs
    cbi VPORTE_DIR, 0 ; set direction for PE0 as input
    sbi VPORTE DIR, 1 ; set direction for PE1 as output
    cbi VPORTE_DIR, 2 ; set direction for PE2 as input
again:
    sbi VPORTE_OUT, 1 ; set PE1 to 1 to "unclear" the DFF
                      ; set r18 for ~10 ms delay for debouncing
    ldi r16, 100
    sbic VPORTE_IN, 0
                      ; skip if PE0 is 0
    rjmp again
; Wait for the pushbutton to send clock signal to DFF and output to PE00
wait_for_push:
    sbis VPORTE IN, 0
                       ; skip if PE0 is 1
    rjmp wait_for_push
output:
    in r16, VPORTC_IN
                      ; load switch positions to r16
    com r16
                       ; complement r16 due to pull-up configuration
    out VPORTD_OUT, r16; output r16 to bargraph LEDs
    rcall var_delay
wait_for_release:
    sbic VPORTE_IN, 2
                      ; skip if PE2 is 0
    rimp wait for release
    rcall var delay
                      ; to eliminate bounce after release
    sbic VPORTE_IN, 2
                      ; skip if PE2 is 0
    rjmp wait_for_release ; check for stable signal
    cbi VPORTE_OUT, 1 ; clear the DFF
    rjmp again
; Delay r18 * 0.100475 ms
var_delay:
    outer_loop:
       ldi r17, 133
    inner loop:
        dec r17
```

```
brne inner_loop
dec r18
brne outer_loop
ret ; return to caller
```