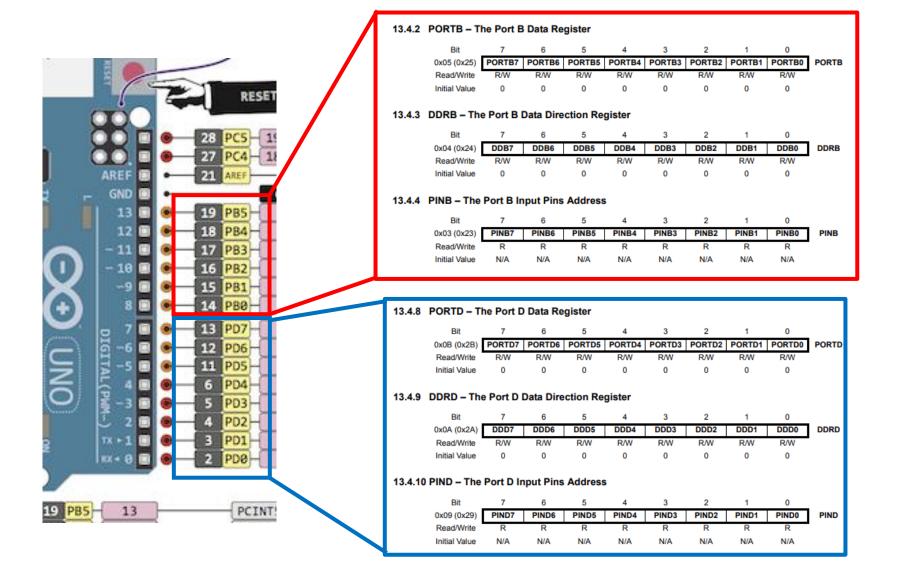
# 아두이노 C언어 - 함수와 세그먼트제어.<u>.</u>

마이크로프로세서 종합 설계. 5주차.



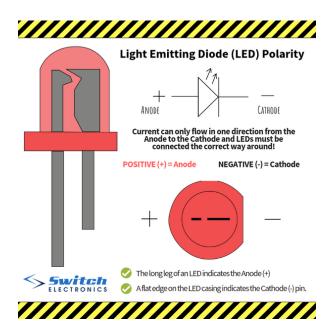
## IO 포트 관련 레지스터

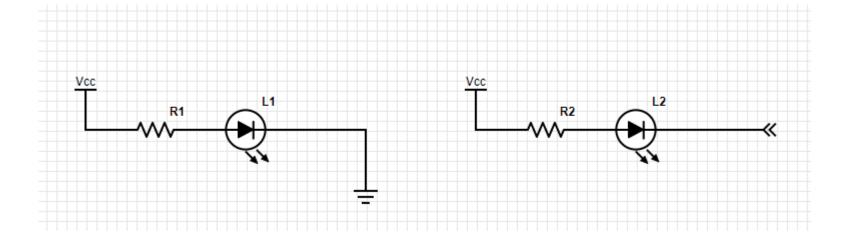
• Port



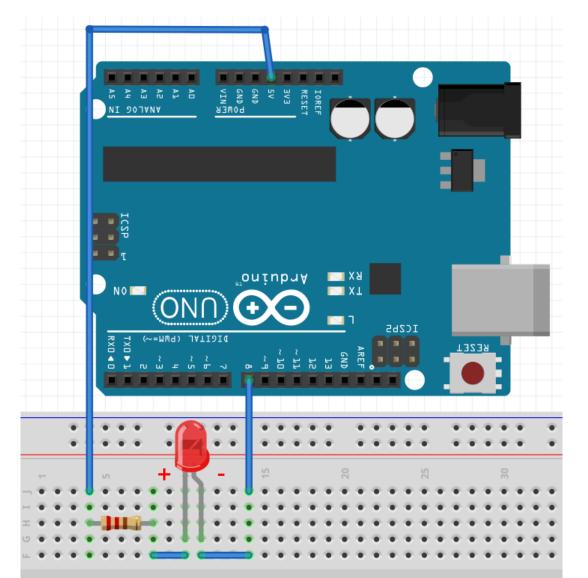
#### LED

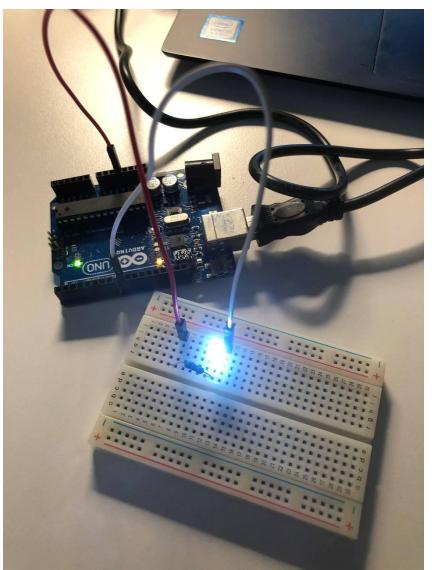






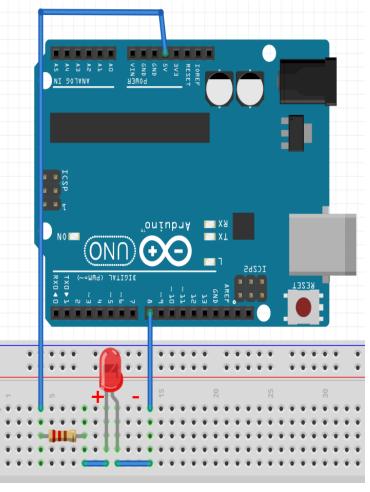
## IO 포트 테스트

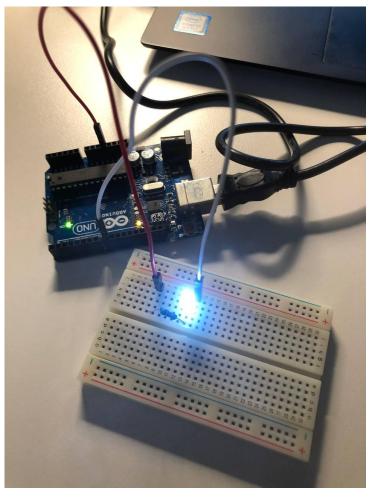




# IO 포트 테스트

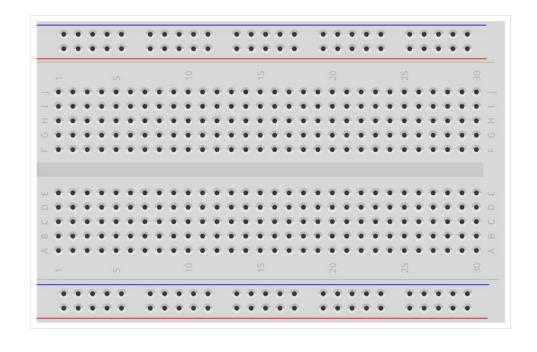
```
void setup()
 DDRB = B00000001;
 PORTB = B000000000;
void loop()
 PORTB = B00000001;
 delay(1000);
 PORTB = B00000000 ;
 delay(1000);
```

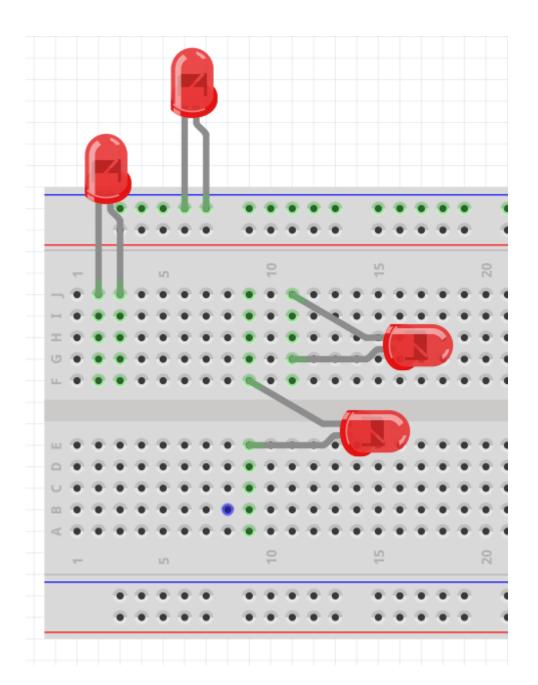




## IO 포트 관련 레지스터

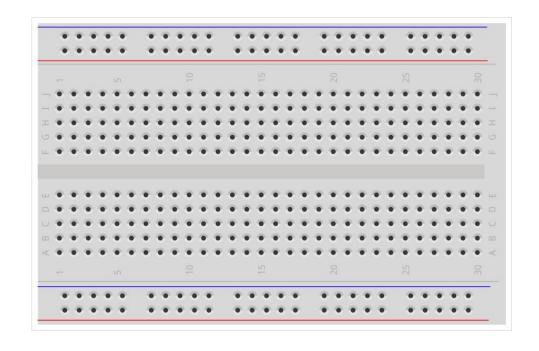
• 빵판 사용법(브레드보드)

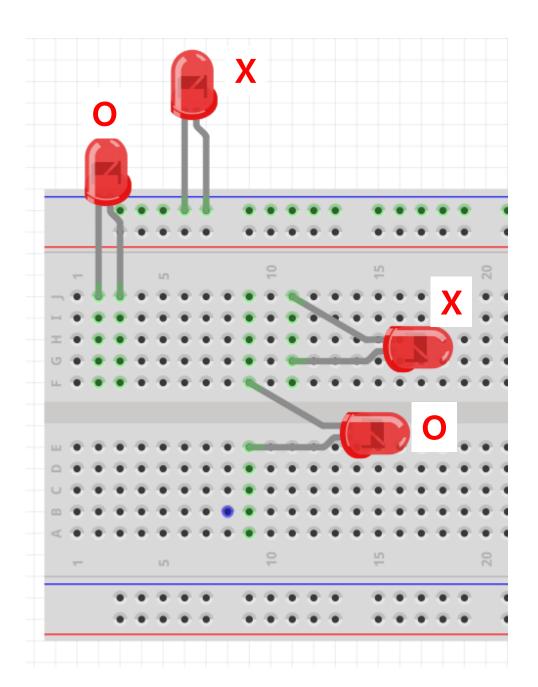




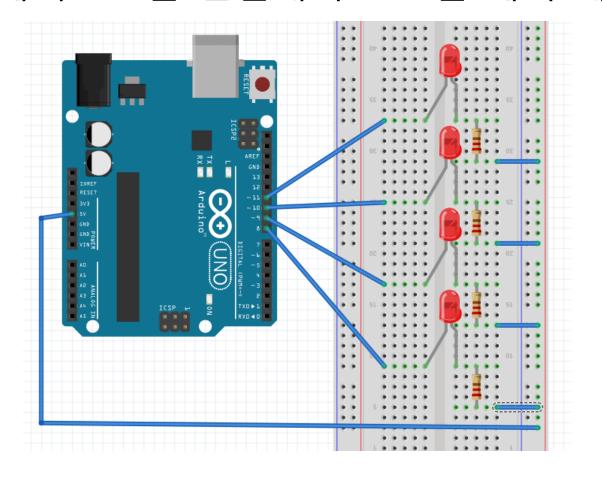
## IO 포트 관련 레지스터

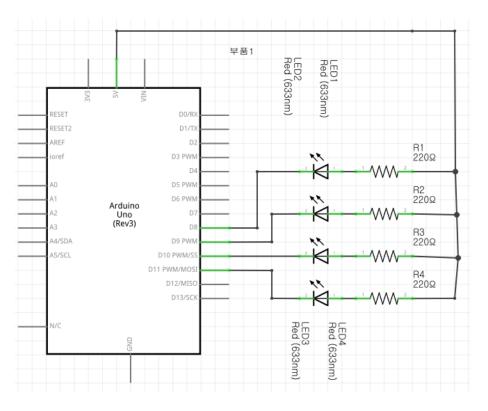
• 빵판 사용법(브레드보드)



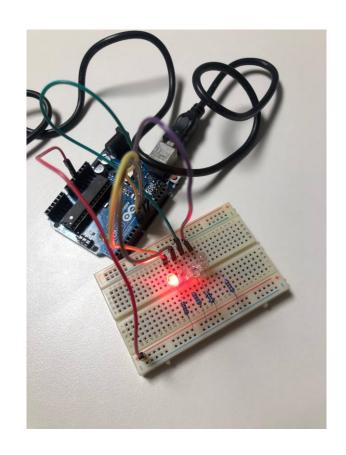


• 4개의 LED를 연결해서 포트를 제어 해보자.

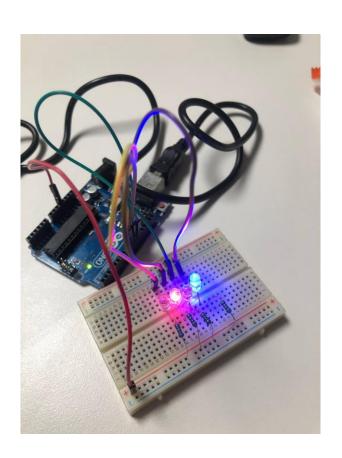


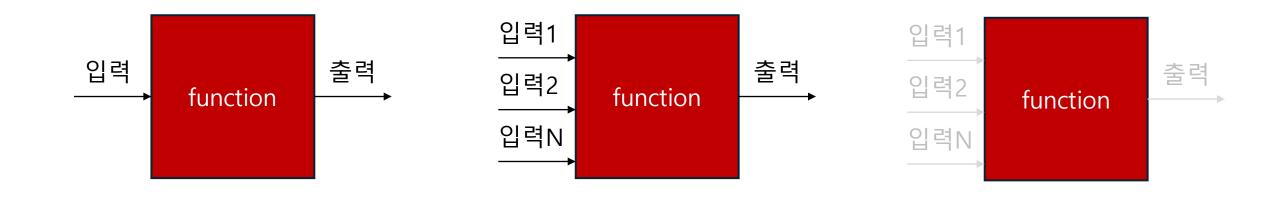


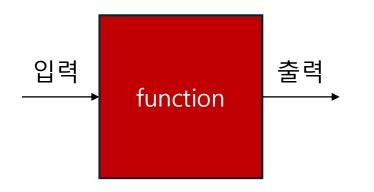
```
void setup()
 DDRB = B00001111;
 PORTB = B00000000;
void loop()
 PORTB = B00001111;
 delay(1000);
 PORTB = B000000000;
 delay(1000);
```

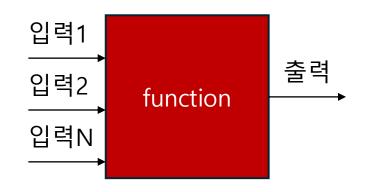


```
void setup()
 DDRB = 0x0F;
 PORTB = 0x0A;
void loop()
 PORTB = 0x0A;
 delay(500);
 PORTB = 0x05;
 delay(500);
```









```
입력1
입력2
입력N
```

```
int function(int a)
{
    a = a + 10;
    return a;
}
```

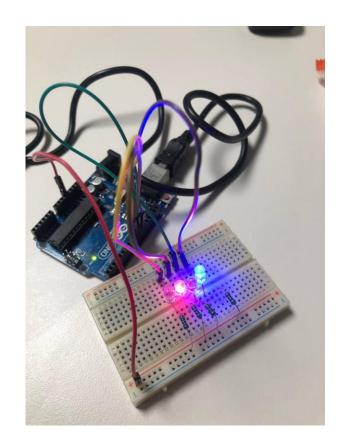
```
int function(int a, int b)
{
   int c = a + b;
   return c;
}
```

```
void function(void)
{
//함수 명령
}
```

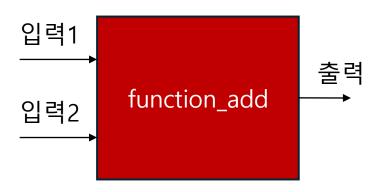
```
void setup()
{
  설정 ;
  초기화 ;
}

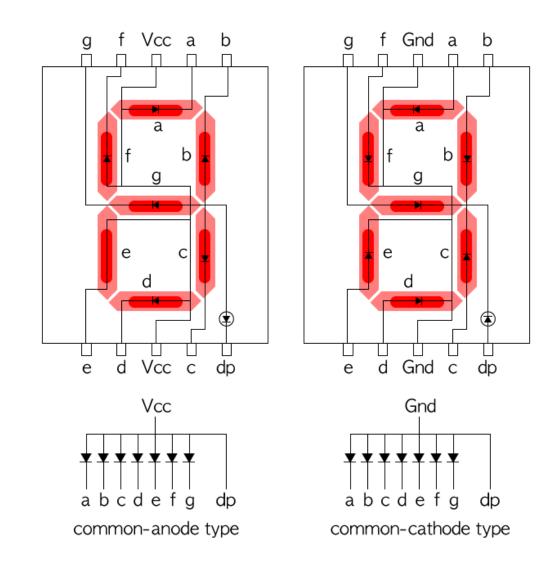
void loop()
{
  반복 기능 ;
}
```

```
void LED(char value, int delay_value)
void setup()
                               PORTB = value;
                                delay(delay_value)
 DDRB = 0x0F;
 PORTB = 0x0A;
                              void setup()
void loop()
                               DDRB = 0x0F;
                                PORTB = 0x0A;
 PORTB = 0x0A;
 delay(500);
 PORTB = 0x05;
                              void loop()
 delay(500);
                               LED(0x0A, 500);
                                LED(0x05, 500);
```



```
int function_add(int a, int b)
  int c = a+b;
  return c;
void setup()
 Serial.begin(9600);
void loop()
 int result = function_add(1, 4);
 Serial.print("result = ");
 Serial.println(result) ;
```

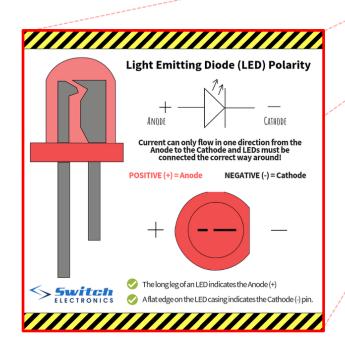


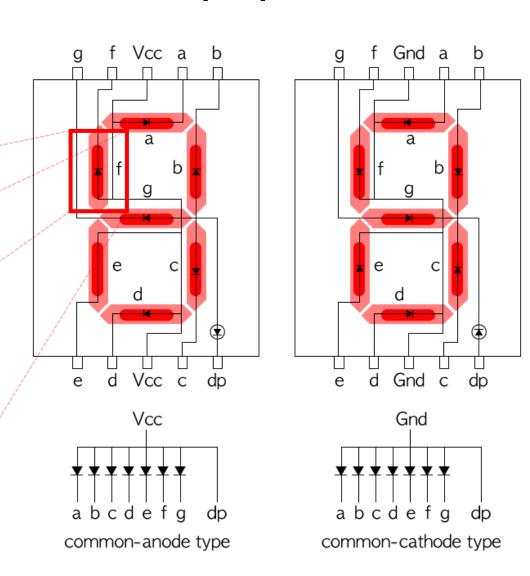


# 아두이노 C언어 - 조건문과 세그먼트제어 -

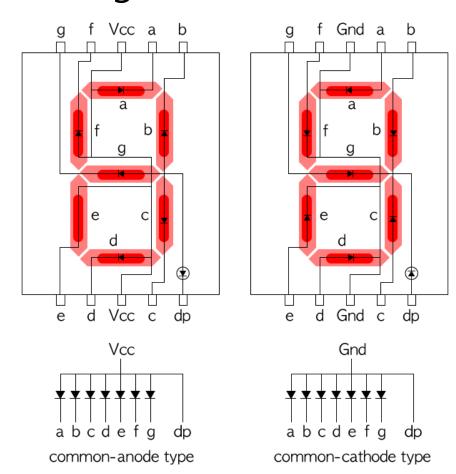
마이크로프로세서 종합 설계. 6주차.





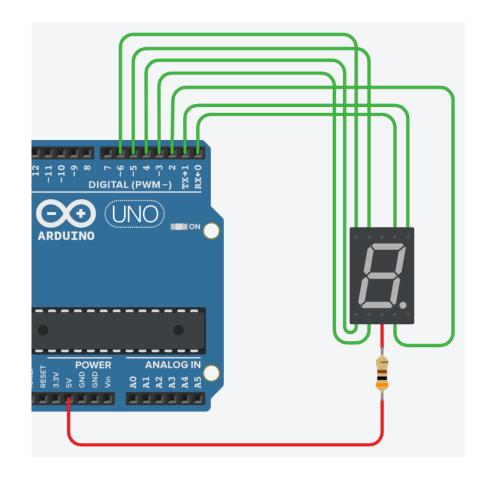


#### • 7-segment 실험



#### Common-anode type

. = DP(0)



а	$\rightarrow$	PD0		
b	$\rightarrow$	PD1		
С	$\rightarrow$	PD2		
d	$\rightarrow$	PD3		
е	$\rightarrow$	PD4		
f	$\rightarrow$	PD5		
g	$\rightarrow$	PD6		
DP	$\rightarrow$	PD7		

```
0 = a(0) b(0) c(0) d(0) e(0) f(0) g(1) DP(1)
```

$$1 = a(1) b(0) c(0) d(1) e(1) f(1) g(1) DP(1)$$

$$2 = a(0) b(0) c(1) d(0) e(0) f(1) g(0) DP(1)$$

$$3 = a(0) b(0) c(0) d(0) e(1) f(1) g(0) DP(1)$$

$$4 = a(1) b(0) c(0) d(1) e(1) f(0) g(0) DP(1)$$

$$5 = a(0) b(1) c(0) d(0) e(1) f(0) g(0) DP(1)$$

$$6 = a(0) b(1) c(0) d(0) e(0) f(0) g(0) DP(1)$$

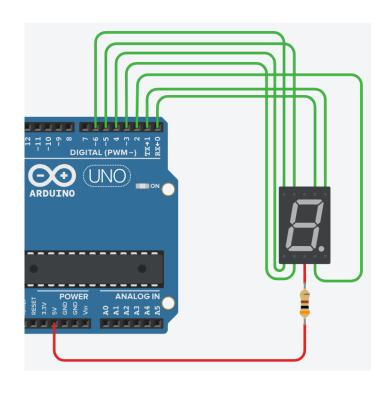
$$7 = a(0) b(0) c(0) d(1) e(1) f(0) g(1) DP(1)$$

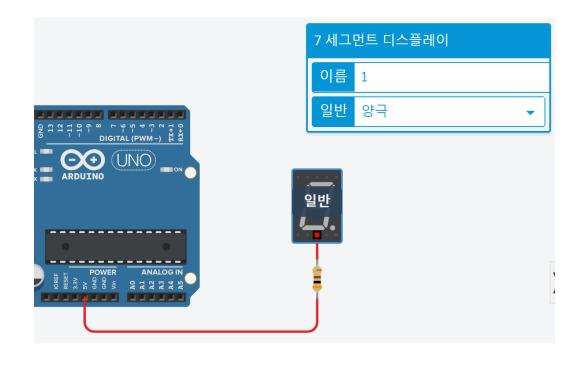
$$8 = a(0) b(0) c(0) d(0) e(0) f(0) g(0) DP(1)$$

$$9 = a(0) b(0) c(0) d(0) e(1) f(0) g(0) DP(1)$$

$$. = DP(0)$$

		а	b	С	d	е	f	g	DP
		PD0	PD1	PD2	PD3	PD4	PD5	PD6	PD7
0	$\rightarrow$	0	0	0	0	0	0	1	1
1	$\rightarrow$	1	0	0	1	1	1	1	1
2	$\rightarrow$	0	0	1	0	0	1	0	1
3	$\rightarrow$	0	0	0	0	1	1	0	1
4	$\rightarrow$	1	0	0	1	1	0	0	1
5	$\rightarrow$	0	1	0	0	1	0	0	1
6	$\rightarrow$	0	1	0	0	0	0	0	1
7	$\rightarrow$	0	0	0	1	1	0	1	1
0	$\rightarrow$	0	0	0	0	0	0	0	1
9	$\rightarrow$	0	0	0	0	1	0	0	1



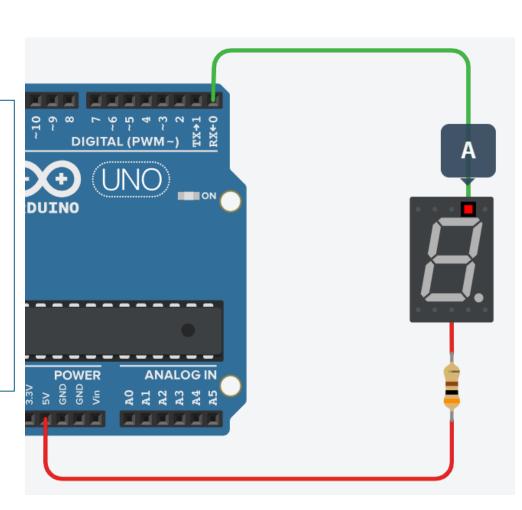


```
void setup()
{
    DDRD = B00000001;
}

void loop()
{
    PORTD = B00000000;
}
```

```
void setup()
{
    DDRD = B00000001;
}

void loop()
{
    PORTD = B00000001;
}
```

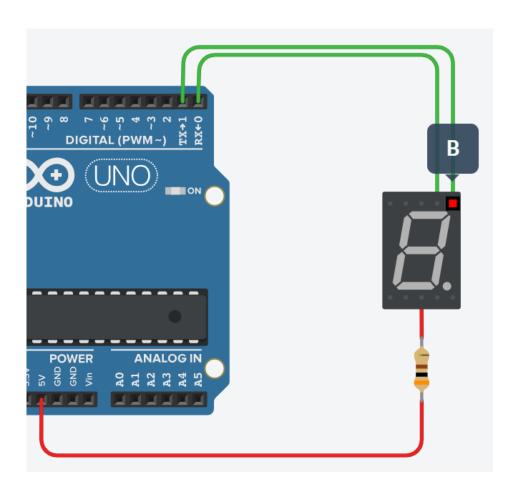


```
void setup()
{
    DDRD = B00000011;
}

void loop()
{
    PORTD = B00000000;
}
```

```
void setup()
{
    DDRD = B00000011;
}

void loop()
{
    PORTD = B00000011;
}
```

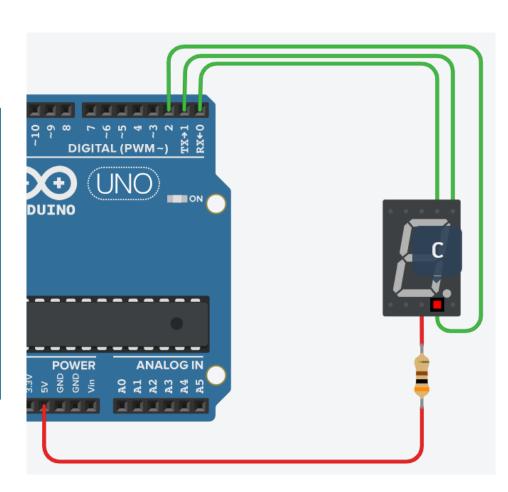


```
void setup()
{
    DDRD = B00000111;
}

void loop()
{
    PORTD = B00000000;
}
```

```
void setup()
{
    DDRD = B00000111;
}

void loop()
{
    PORTD = B00000111;
}
```

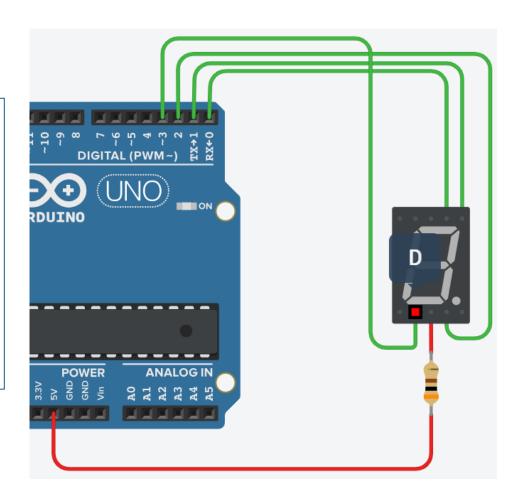


```
void setup()
{
    DDRD = B00001111;
}

void loop()
{
    PORTD = B00000000;
}
```

```
void setup()
{
    DDRD = B00001111;
}

void loop()
{
    PORTD = B00001111;
}
```

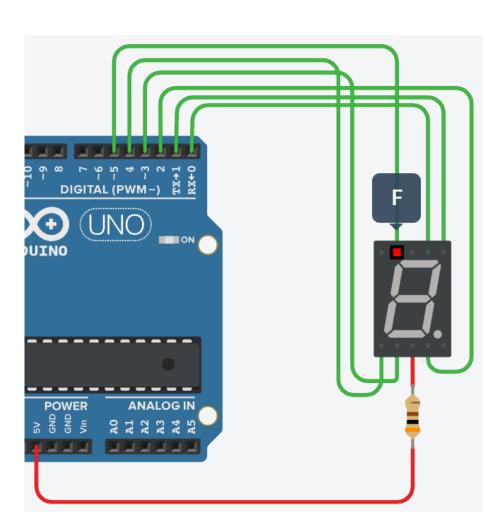


```
void setup()
{
    DDRD = B00111111;
}

void loop()
{
    PORTD = B00000000;
}
```

```
void setup()
{
    DDRD = B00111111;
}

void loop()
{
    PORTD = B00111111;
}
```

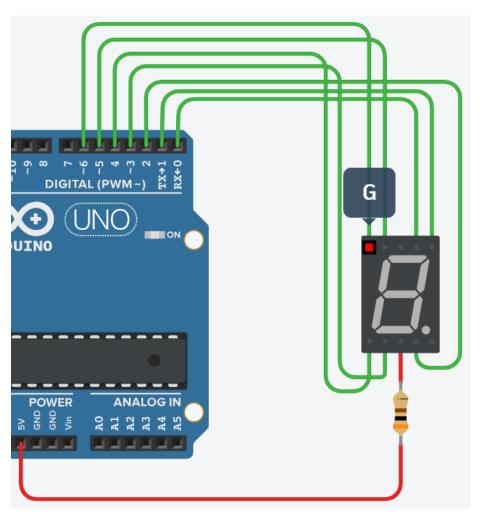


```
void setup()
{
    DDRD = B01111111;
}

void loop()
{
    PORTD = B00000000;
}
```

```
void setup()
{
    DDRD = B01111111;
}

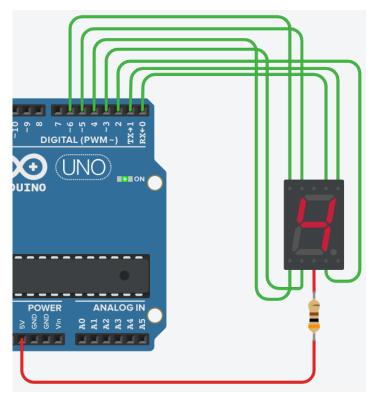
void loop()
{
    PORTD = B01111111;
}
```

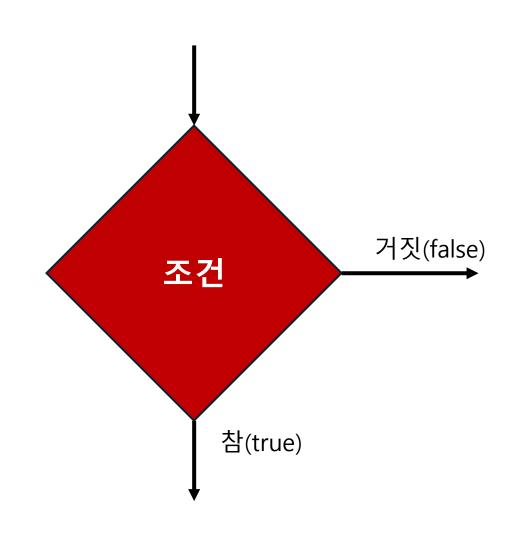


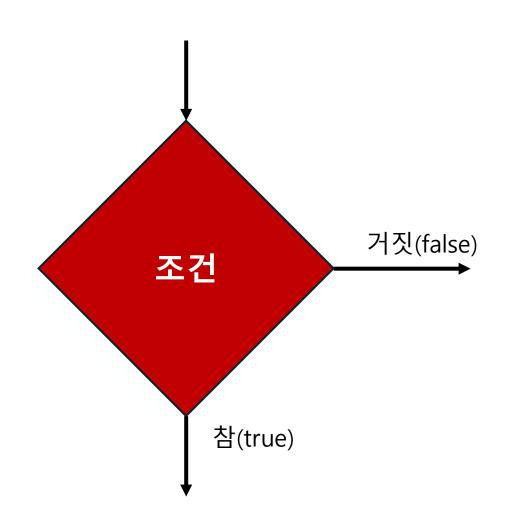
• 7-segment 실험 QUIZ – 숫자 **4**를 표시 하시오.

```
void setup()
{
    DDRD = B[_____];
}

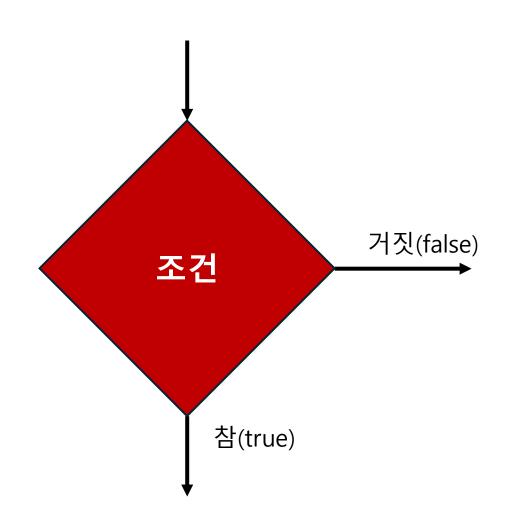
void loop()
{
    PORTD = B[_____];
}
```







```
if( 조건 )
{
    //조건이 참(true)인 경우 실행 문
}
else
{
    //조건이 거짓(flase)인 경우 실행 문
}
```



• 조건의 (변수)값이 0이 아닌가?
• 조건의 식이 참인가?

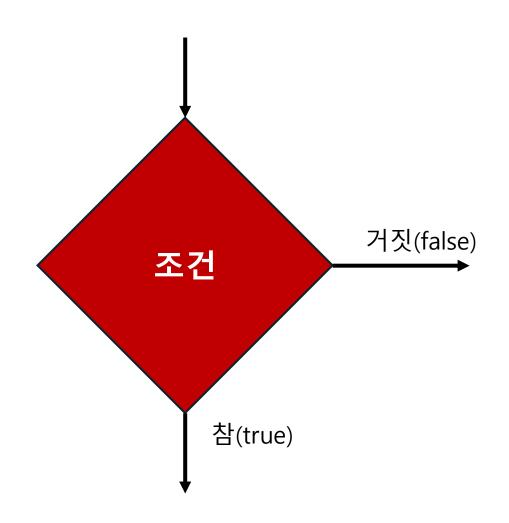
ii( 조건 )

//조건이 참(true)인 경우 실행 문

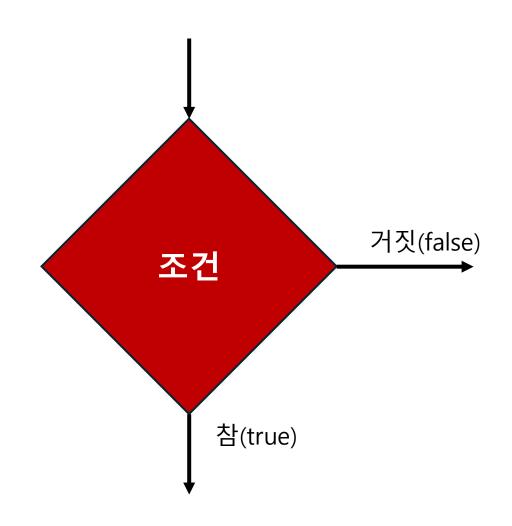
else

//조건이 거짓(flase)인 경우 실행 문

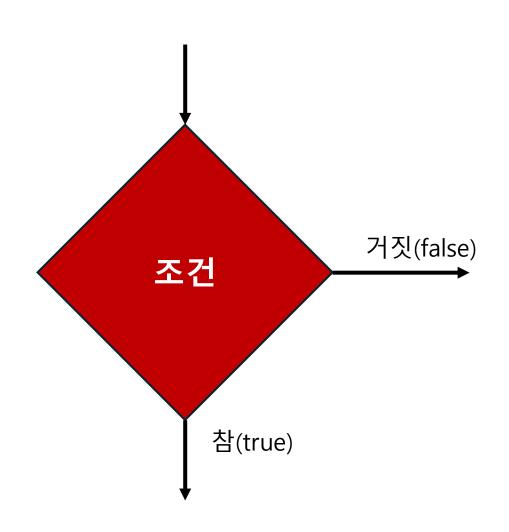
}



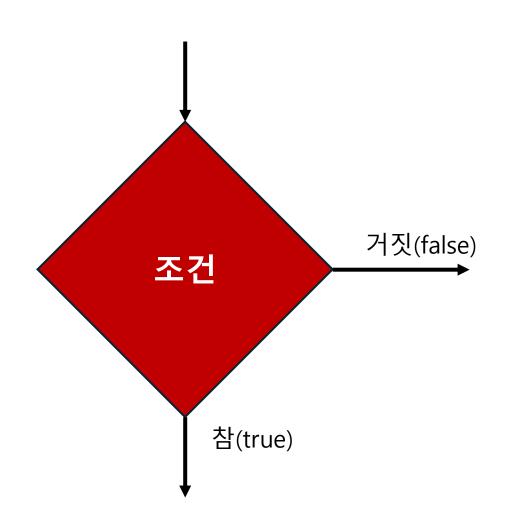
```
void setup()
 DDRD = B01111111;
void loop()
  if(0)
     PORTD = B11000000; //0
    PORTD = B10011001; //4
```



```
void setup()
 void loop()
 int a = 1;
 if(a == 0)
    PORTD = B11000000; //0
    PORTD = B10011001; //4
```



```
• A >= B
                                      • A <= B
void setup()
                                      • A == B
                                       A != B
 DDRD = B011111111;
void loop()
  int \pi = 1
     PORTD = B11000000; //0
    PORTD = B10011001; //4
```



```
void setup()
 DDRD = B01111111;
void loop()
  int a = 0
  if(a == 0)
    PORTD = B11000000; //0
  else if( a == 1)
    PORTD = B11111001; //1
    PORTD = B10011001; //4
```

```
void segment(int number)
  if( number == 1 )
     PORTD = B11111001;
  else if( number == 2 )
     PORTD = B[____];
void setup()
  DDRD = B011111111;
void loop()
  segment(1);
  delay(1000);
  segment(2);
  delay(1000);
```

		а	b	С	d	е	f	g	DP
		PD0	PD1	PD2	PD3	PD4	PD5	PD6	PD7
0	$\rightarrow$	0	0	0	0	0	0	1	1
1	$\rightarrow$	1	0	0	1	1	1	1	1
2	$\rightarrow$	0	0	1	0	0	1	0	1
3	<b>→</b>	0	0	0	0	1	1	0	1
4	$\rightarrow$	1	0	0	1	1	0	0	1
5	$\rightarrow$	0	1	0	0	1	0	0	1
6	$\rightarrow$	0	1	0	0	0	0	0	1
7	$\rightarrow$	0	0	0	1	1	0	1	1
0	<b>→</b>	0	0	0	0	0	0	0	1
9	$\rightarrow$	0	0	0	0	1	0	0	1

