CSE360 Computer Interfacing

Contents

6 Low Level IO Devices devices
- 6.1 LED and interfacing
- 6.2 LCD and interfacing
- 6.3 7 segment display and interfacing
- 6.4 Multiple 7 segment display and interfacing
- 6.5 Matrix Keyboard
- 6.6 Switches

7 Output devices
- 7.1 Motor Characteristics
- 7.2 Working mechanism and Interfacing of Printers

8 Interfacing and Communication standards (Synchronous and Asynchronous)
- 8.1 Inter-IC (I2C)
- 8.2 Serial Peripheral Interface (SPI)
- 8.3 Universal Asynchronous Transmitter Receiver (UART)
- 8.4 Universal Synchronous/Asynchronous Receiver/Transmitter (USART)

9 Advanced researches on Interfacing
- 9.1 Human Computer Interfacing (HCI)
- 9.2 Brain Computer Interfacing (BCI)

10 Introduction of software and hardware tools for interfacing systems
- 10.1 Understanding Data sheet, PCB design, 3D printing
- 10.2 Integrate Hardware and prototyping: Input, Output, Processor, Communication and Power
- 10.3 Case Study
- 10.4 Step of developing a interfacing project
- 10.5 Documentation, Demonstration, Presentation and Publication