



# Computer Technology I

## Lab. 2 : Subroutines



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## 1 Task 1 -

*Write a program that turns ON and OFF a LED with a push button. The LED will be extinguished when pressing the button. The program will use Interrupt. Connect the push buttons to PORT D. The program should have a main program that runs in a loop and wait for the interrupts. An interrupt routine is called when the push button is pressed. Each time the button is pressed, the lamp should switch from 'OFF' to 'ON', or from 'ON' to 'OFF'.*

[illegible]

```

mov LIGHT,r18    ;Copy the r18 into "LIGHT"
;Initialised the Interrupts
ldi r16, 0b00000010    ;INT0 falling edge
sts EICRA, r16    ;Setup internal

ldi r16, 0b00000001    ;INT0 enable, pin 0 of PORT D
out EIMSK, r16
sei    ;Global interrupt enable

main:
    out PORTB, LIGHT    ;Turn on the LEDs
    rjmp main

interrupt_0:
    com LIGHT    ;Change the 0s into 1s, to show the lights on
    RETI

```

This is the flowchart of the task 1:

## 2 Task 2 - Switch – Ringcounter / Johnsoncounter, with interrupt

*Write a program that by means of a switch can choose to flash 8 LEDs either in the form of a ring counter or in the form of a Johnson counter. Use the switch SW0 connected to PORTD to switch between the two counters. Each time the button is pressed, a shift between the two counters should take place. By using interrupts you'll swap directly with no delay.*

[illegible]

```

.equ Counter = 0xFF      ;This variable will help us to know in which
                          counter the program is to switch to the other one
.equ DOWN = 0           ;Variable to check if the Johnson counter is going left
                          or right
.def LED = r22           ;Giving a name to r22 like if it a variable
.def Status = r23        ;Same here
ldi Status,DOWN          ;Loading 0 (DOWN) into R23(Status)

ldi r16, Counter         ;iniatitalize LEDs (Turn them off)
out PORTB,r16

call reset ;To reset the LEDs
sei        ;Global interrupt enable

main:
    cpi r16, Counter      ;Check in which program it is
                          breq Ring_Johnson      ;Send to Johnson counter if r16
                          = 0xFF

    Johnson_Ring:        ;Else goes here ans send to Ring counter

        call RC ;Call the Ring Counter routine
    rjmp main

    Ring_Johnson:
        call JC ;Call the Johnson Counter routine

    rjmp main

reset: ;To reset the LEDs
ldi LED,0b11111110      ;Load 254 into LED.
out PORTB,LED           ;Show the result on the LEDs.
RET                     ;Return to where the reset was called.

RC: ;RING COUNTER
    SBIS PORTB,PINB7 ;If the LED7 is ON then reset the LEDs
                          otherwise skip the next line.
        ldi LED,0b11111110
    SBIC PORTB,PINB7      ;If the LED7 is OFF then Rotate
                          otherwise skip the next line
        rol LED ;Rotate to the left
    out PORTB,LED         ;output to PORTB to show the LEDs
    call Delay            ;Delay of 0.5 sec
    rjmp main

JC: ;JOHNSON COUNTER
    cpi Status,DOWN ;Check if the LEDs needs to go left
        breq JCLEFT      ;IF Status =0x00 go to JCLEFT
    rjmp JCRIGHT         ;Otherwise go to JCRIGHT

    shift_left_right:
    ldi LED, 0b10000000    ;Reset the LEDs to make go right
    out PORTB,LED
    call Delay
    com Status             ;Change the status to 0xFF
    rjmp JCRIGHT

    shift_right_left:

```

```

com Status      ;Change the status to 0x00
rjmp JCLEFT     ;Jump back to JCLEFT

JCLEFT:
    sbis PORTB,PINB7      ;Checks if LED7 is on
                           ;if it is on then jump
                           ;to shift_left_right
    LSL LED ;Otherwise Logical shift to the left for the
                           LEDs
    out PORTB, LED ;output to PORTB
    CALL Delay ;Delay of 0.5 sec
rjmp finish

JCRIGHT:
    sbic PORTB,PINB0      ;If LED7 is off then jump to
                           shift_right_left
    rjmp shift_right_left
    ASR LED ;Otherwise skip the jump and Arithmetic shift
                           right
    out PORTB,LED
    CALL Delay

finish:
RET ;Return to where to it was called

interrupt:
com r16 ;To change between
call reset
RETI

Delay:
; Generated by delay loop calculator
; at http://www.bretmulvey.com/avrdelay.html
; Delay 500 000 cycles
; 500ms at 1 MHz
    ldi r18, 3
    ldi r19, 138
    ldi r20, 86
L1: dec r20
    brne L1
    dec r19
    brne L1
    dec r18
    brne L1
    rjmp PC+1
RET

```

This is the flowchart of the task 2:





### 3 Task 3 - Rear lights on a car

*Program that simulates the rear lights on a car The 8 LEDs should behave like the rear lights.*

[illegible]

```

ldi r17,0x00      ;Set PORTD as input
out DDRD,r17

ldi r16, 0xFF     ;Initialized LED state
out PORTB, r16

.def LED = r16    ;Give the name "LED" to the register number 16
.def Normal_Right = r22 ;Give the name "Normal_Right" to the register
                        number 22, will be used to simulate the left rear light
ldi Normal_Right, 0b11000000
.def Normal_Left = r21 ;Give the name "Normal_Left" to the register
                        number 21 will be used to simulate the right rear light
ldi Normal_Left,0b00000011
sei              ;Global interrupt enable

ldi r23, 1        ;Variable to know in which configuration we are in.

Main:
    cpi r23, 1      ;If r23 = 1 then branch to NLED which is the
                    normal LEDs:
    breq NLED

    cpi r23, 2      ;If r23 = 2 then branch to BLeft which is the
                    blinking to left.
    breq BLeft

    cpi r23, 3 ;If r23 = 3 then branch to BLeft which is the
                    blinking to left.
    breq BRight

rjmp Main

NLED:    ;Routine for turning on the both rear lights, for the "normal"
        configuration
ldi LED, 0b00111100
out PORTB, LED
rjmp Main      ;Jumps back to "Main" loop

BLeft: ;RING COUNTER

    SBIS PORTB,PINB7 ;If the LED7 is on then reset the LEDs
                    otherwise skip the next line
    ldi LED,0b00010000
    SBIC PORTB,PINB7 ;If the LED7 is not on then Rotate
                    otherwise skip the next line
    rol LED ;Rotate to the left
    mov r17,LED ;Copy the info of "LED" and load it into r17
    add r17,Normal_Left ;Add the 0b00000011 to r17 to make it
                    become like that: 00010011 for the first round
    COM r17 ;One's Complement of r17 to switch the 0s into 1s to
                    output the correct binary code for the LEDs
    out PORTB,r17 ;output to PORTB to show the LEDs
    call Delay ;Delay of 0.5 sec
rjmp main

```

```

BRight:
    SBIS PORTB,PINB0 ;If the LED0 is on then reset the LEDs
                        otherwise skip the next line
        ldi LED,0b00001000
    SBIC PORTB,PINB0 ;If the LED0 is not on then Rotate
                        otherwise skip the next line
        ror LED ;Rotate to the left
    mov r17,LED ;Copy the info of "LED" and load it into r17
    add r17,Normal_Right ;Add the 0b00000011 to r17 to make it
                        become like that: 00010011 for the first round
    COM r17 ;One's Complement of r17 to switch the 0s into 1s to
                        output the correct binary code for the LEDs
    out PORTB,R17 ;output to PORTB to show the LEDs
    call Delay ;Delay of 0.5 sec
rjmp main

normal: ;Interrupt for the normal lights
ldi r23, 1 ;Load 1 into r23 to know later on which program we are
in
RETI ;Return to where the interrupt interrupted the code

BlinkLeft: ;Interrupt for when we need to blink left
ldi r23, 2 ;Load 2 into r23 to know later on which program we are
in
ldi LED,0b000010000 ;Initial state of the LEDs
RETI ;Return to where the interrupt interrupted the code

BlinkRight: ;Interrupt for when we need to blink left
ldi r23, 3 ;Load 3 into r23 to know later on which program we are
in
ldi LED,0b000001000 ;Initial state of the LEDs
RETI ;Return to where the interrupt interrupted the code

Delay:
; Generated by delay loop calculator
; at http://www.bretmulvey.com/avrdelay.html
; Delay 500 000 cycles
; 500ms at 1 MHz
    ldi r18, 3
    ldi r19, 138
    ldi r20, 86
L1: dec r20
    brne L1
    dec r19
    brne L1
    dec r18
    brne L1
    rjmp PC+1
RET

```

This is the flowchart of the task 3:

#### 4 Task 4 - Rear lights on a car, with light for brakes

[illegible]

This is the flowchart of the task 4: