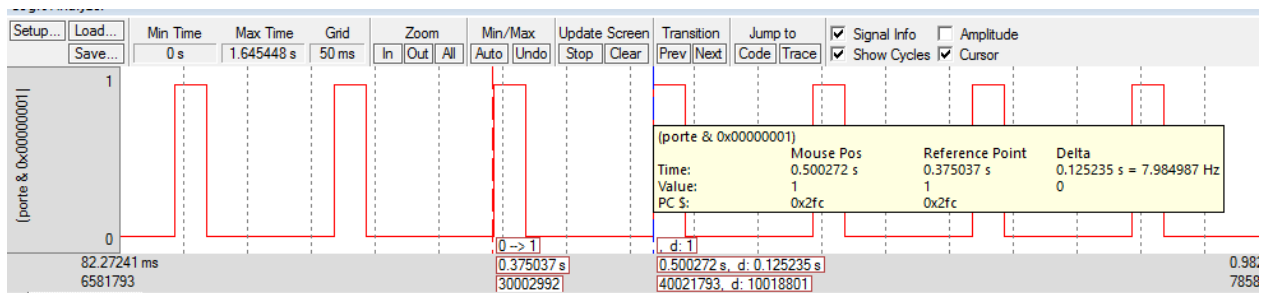
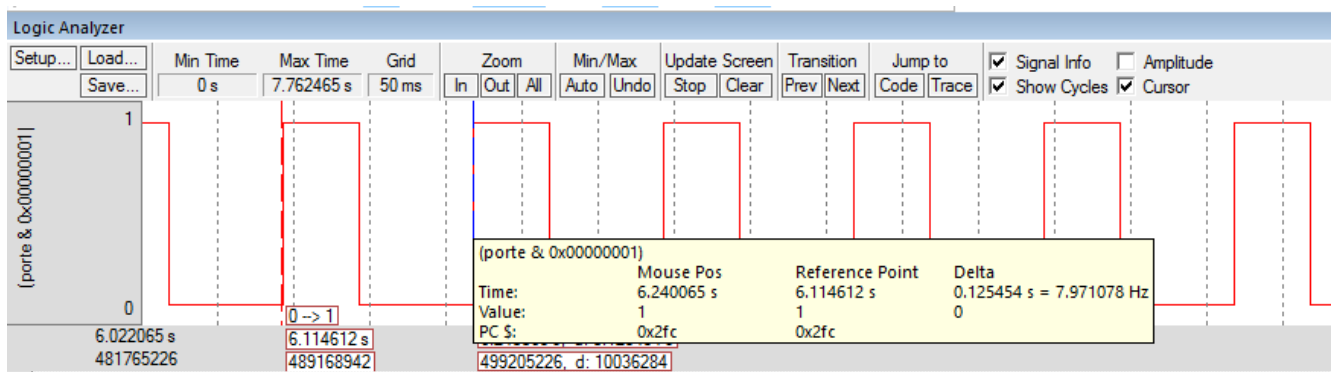


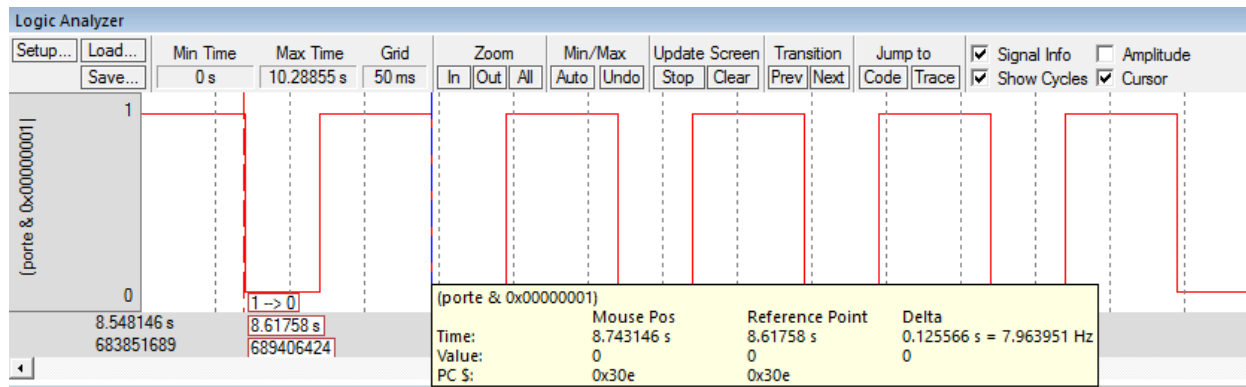
20% duty cycle



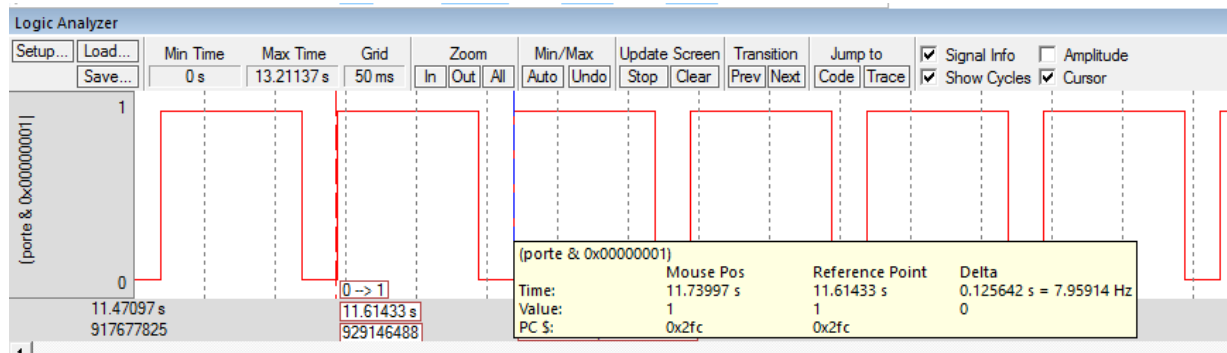
40% duty cycle



60% duty cycle



80% duty cycle



Switch	Parameter	Value	Units	Conditions
	$R1: 10k\Omega$	9890	Ω	power off, dced
1	Supply V $V_{+3.3}$	3.27	V	powered
	Input V V_{PE1}	0	V	powered, switch not pressed
	Resistor current	0.01 measured 0 calc	mA	powered, not pressed
	Input V V_{PE1}	3.27	V	powered, switch pressed
	Resistor current	0.32 0.33	mA	powered, switch pressed
LED	Parameter	Value	Unit	Description
	$R19: 220\Omega$	215	Ω	power off, dced
2	5V power supply	5.02	V	
3	Output V_{PE0} input to 7406	0	V	PE0 = 0
4	7406 output V_{L-}	3.49	V	PE0 = 0
5	LED at V_{L+}	4.99	V	PE = 0
6	LED voltage	1.5	V	PE = 0, calculated
7	LED current	0.13 0	calculated measurements	mA PE = 0 $\frac{V_{S+} - V_{L+}}{R19}$
8	V_{PE0} input to 7406	3.25	V	PE0 = 1

	Parameter	Value	Unit	Description
9	V_{k-}	0.15	V	PE0=1
10	V_{a+}	2.27	V	PE0=1
11	LED voltage	2.12	V	$V_{a+} - V_{k-}$
12	LED current	12.8 12	calculated measured mA	$\frac{V_{s+} - V_{a+}}{R_{19}}$

Main.s

- ; Program written by: Melanie Feng and Brandon Lee
- ; Last Modified: 2/14/2017
- ; Brief description of the program
- ; The LED toggles at 8 Hz and a varying duty-cycle
- ; Hardware connections (External: One button and one LED)
- ; PE1 is Button input (1 means pressed, 0 means not pressed)
- ; PE0 is LED output (1 activates external LED on protoboard)
- ; PF4 is builtin button SW1 on Launchpad (Internal)
- ; Negative Logic (0 means pressed, 1 means not pressed)
- ; Overall functionality of this system is to operate like this
- ; 1) Make PE0 an output and make PE1 and PF4 inputs.
- ; 2) The system starts with the the LED toggling at 8Hz,
- ; which is 8 times per second with a duty-cycle of 20%.
- ; Therefore, the LED is ON for $(0.2 * 1/8)$ th of a second
- ; and OFF for $(0.8 * 1/8)$ th of a second.
- ; 3) When the button on (PE1) is pressed-and-released increase
- ; the duty cycle by 20% (modulo 100%). Therefore for each
- ; press-and-release the duty cycle changes from 20% to 40% to 60%
- ; to 80% to 100%(ON) to 0%(Off) to 20% to 40% so on
- ; 4) Implement a "breathing LED" when SW1 (PF4) on the Launchpad is pressed:
- ; a) Be creative and play around with what "breathing" means.
- ; An example of "breathing" is most computers power LED in sleep mode
- ; (e.g., <https://www.youtube.com/watch?v=ZT6siXyljvQ>).
- ; b) When (PF4) is released while in breathing mode, resume blinking at 8Hz.

```

; The duty cycle can either match the most recent duty-
; cycle or reset to 20%.
; TIP: debugging the breathing LED algorithm and feel on the simulator is impossible.
; PortE device registers
GPIO_PORTE_DATA_R EQU 0x400243FC
GPIO_PORTE_DIR_R EQU 0x40024400
GPIO_PORTE_AFSEL_R EQU 0x40024420
GPIO_PORTE_DEN_R EQU 0x4002451C
; PortF device registers
GPIO_PORTF_DATA_R EQU 0x400253FC
GPIO_PORTF_DIR_R EQU 0x40025400
GPIO_PORTF_AFSEL_R EQU 0x40025420
GPIO_PORTF_PUR_R EQU 0x40025510
GPIO_PORTF_DEN_R EQU 0x4002551C

SYSCTL_RCGCGPIO_R EQU 0x400FE608
IMPORT TExaS_Init
    IMPORT delaySR
;    IMPORT PEO_toggle
    IMPORT hastoggled
    IMPORT breathing
    EXPORT beginning
AREA |.text|, CODE, READONLY, ALIGN=2
THUMB
EXPORT Start
Start
; TExaS_Init sets bus clock at 80 MHz
    BL TExaS_Init ; voltmeter, scope on PD3
CPSIE I ; TExaS voltmeter, scope runs on interrupts
; turn on port clocks for PE and PF
LDR R0, = SYSCTL_RCGCGPIO_R
LDR R1, [R0]
ORR R1, #0x30
STR R1, [R0]
; wait for 2 cycles
NOP
NOP
; set pin direction
LDR R0, = GPIO_PORTF_DIR_R
LDR R1, [R0]
AND R1, #0xEF ; PF4 as input (set to 0)
STR R1, [R0]
LDR R0, = GPIO_PORTE_DIR_R
LDR R1, [R0]

```

```

    ORR R1, #0x01
    AND R1, #0xFD
    STR R1, [R0]
    ; turn off alternate functions
    LDR R0, = GPIO_PORTF_AFSEL_R
    LDR R1, [R0]
    AND R1, #0xEF
    STR R1, [R0]
    LDR R0, = GPIO_PORTE_AFSEL_R
    LDR R1, [R0]
    AND R1, #0xFC
    STR R1, [R0]
    ; set PF4 to negative logic
    LDR R0, = GPIO_PORTF_PUR_R
    LDR R1, [R0]
    ORR R1, #0x10
    STR R1, [R0]
    ; set digital enable
    LDR R0, = GPIO_PORTF_DEN_R
    LDR R1, [R0]
    ORR R1, #0x10
    STR R1, [R0]
    LDR R0, = GPIO_PORTE_DEN_R
    LDR R1, [R0]
    ORR R1, #0x03
    STR R1, [R0]

```

beginning

```

    MOV R8, #1
;    MOV R5, #1
    MOV R12, #1

```

loop

```

    LDR R0, = GPIO_PORTE_DATA_R
    LDR R1, [R0]

```

```

    EOR R1, #0x01

```

;onLED

```

    AND R2, R1, #0x01
    SUBS R2, #0x00
    CMP R2, #0x01

```

BNE offSR

STR R1, [R0]
EOR R1, #0x01

MOV R5, #40
MUL R4, R8, R5
BL delaySR

offSR STR R1, [R0]
EOR R1, #0x01

MOV R5, #5
SUBS R4, R5, R8
MOV R5, #40
MUL R4, R5
BL delaySR

SUBS R12, #1
CMP R12, #0
BGE loop ;decrement R12
MOV R11, #0
BL hastoggled ;test

;test if SW1 (PF4) has been pressed
LDR R0, =GPIO_PORTF_DATA_R
LDR R1, [R0] ;breathing
LSR R9, R1, #4
AND R9, #1
CMP R9, #1
BEQ loop
BL breathing
; BL PE0_toggle
skip7 B loop

ALIGN ; make sure the end of this section is aligned
END ; end of file

SR.s

```
                AREA |.text|, CODE, READONLY, ALIGN=2
                THUMB
                EXPORT      delaySR
;                EXPORT PEO_toggle
                EXPORT hastoggled
                EXPORT breathing
                IMPORT beginning
GPIO_PORTE_DATA_R EQU 0x400243FC
GPIO_PORTF_DATA_R EQU 0x400253FC
```

hastoggled

```
                LDR R0, = GPIO_PORTE_DATA_R
                LDR R1, [R0]
                LSR R9, R1, #1
                AND R9, #1
                CMP R9, #0
                BNE yestog
ret            BX LR
yestog
                LDR R1, [R0]
                LSR R9, R1, #1
                AND R9, #1
                SUBS R4, R9, R8
                CMP R4, #1
                BEQ skip6
                CMP R9, #1
                BEQ yestog
```

skip6 ADD R8, #1

```
;            ADD R4, R8, #0
                CMP R8, #5
                BNE skip4
                MOV R8, #0
```

ison

```
                LDR R0, = GPIO_PORTE_DATA_R ;led remains on without going through toggle
                LDR R1, [R0]
                ORR R1, #1
                STR R1, [R0]
```



```
LDR R1, [R0]
LSR R9, R1, #1
AND R9, #1
CMP R9, #0
BNE ison
```

ison2

```
LDR R0, = GPIO_PORTE_DATA_R      ;led remains off w/o toggle
LDR R1, [R0]
LSR R9, R1, #1
ORR R1, #1
STR R1, [R0]
AND R9, #1
CMP R9, #0
BEQ ison2
```

isoff

```
LDR R1, [R0]
AND R1, #0xFE
STR R1, [R0]
LDR R1, [R0]
LSR R9, R1, #1
AND R9, #1
CMP R9, #0
BNE isoff
```

isoff2

```
LDR R1, [R0]
LSR R9, R1, #1
AND R9, #1
CMP R9, #0
BEQ isoff2
```

skip4 B ret

; R4 holds duty cycle: R4 = 1 -> 20%, R4 = 2 -> 40%

delaySR

```
MOV R5, R4
CMP R5, #0
BNE delay
BX LR
```

```

;      MOV R5, #40
delay MOV R6, #12500
      CMP R11, #1
      BNE wait
      MOV R6, #500      ;mess with this
wait  SUBS R6, R6, #0x01
      BNE wait
      SUBS R5, R5, #0x01
      BNE delay      ;BLE or BNE
      BX LR

```

; bit = 0 -> SW1 pressed, bit = 1 -> SW2 pressed

breathing

```

      PUSH {R4, R8}
      MOV R4, #10
      MOV R12, #100
      MOV R11, #1
;      LDR R0, = GPIO_PORTF_DATA_R
checkSW      LDR R1, [R0] ; keeps program in a loop if SW1 is pressed but not released
      LSR R9, R1, #4 ; can also turn LED on here if you want LED to be on when SW1 is pressed (and
held)

```

```

      AND R9, #1
      CMP R9, #0
      BLS checkSW      ; if SW1 is 0, aka switch pressed and released,
      AND R1, #0xFE      ; then run this code (make LED breathe)
      LDR R0, = GPIO_PORTE_DATA_R      ; at beginning, set LED off
      LDR R1, [R0]
      AND R1, #0xFE
      STR R1, [R0]

```

brighter ; this works

```

      PUSH {R4}      ; saves R4
      LDR R0, = GPIO_PORTE_DATA_R
      LDR R1, [R0]
      ORR R1, #0x01
      STR R1, [R0]      ; turns on LED
ontime  BL delaySR      ; keeps LED on for R4 amt of time
      ; check for SW1 here
      LDR R0, = GPIO_PORTF_DATA_R

```

```

LDR R1, [R0]
AND R1, #0x10
LSR R1, #4
CMP R1, #0
BEQ poll

SUBS R4, #10
CMP R4, #0
BHI ontime
POP {R4}
ADD R8, R4, #0
offtime BL delaySR
LDR R0, = GPIO_PORTC_DATA_R
LDR R1, [R0]
AND R1, #0xFE ; run this once LED should be turned off
STR R1, [R0] ; turns off LED
ADDS R8, #10 ; keeps LED off for R8: (100 - R4) amt of time
CMP R8, #90 ;MELANIE CHANGE OG 100
BLO offtime
ADD R4, #10
CMP R4, #170 ;MELANIE CHANGE OG 100
BLO brighter

dimmer ;SUBS R4, #10
PUSH {R4} ; R4 at beginning is approx 100
LDR R0, = GPIO_PORTC_DATA_R
LDR R1, [R0]
ORR R1, #0x01
STR R1, [R0] ; turns on LED

ontime1
BL delaySR ; keeps LED on for R4 amt of time
; check for SW1 here
LDR R0, = GPIO_PORTF_DATA_R
LDR R1, [R0]
AND R1, #0x10
LSR R1, #4
CMP R1, #0
BEQ poll

SUBS R4, #10
CMP R4, #0
BHI ontime1

```

```

        POP {R4}                                ; one instruction: POP {R8}
        ADD R8, R4, #0
offtime1    LDR R0, = GPIO_PORTE_DATA_R
        LDR R1, [R0]
        AND R1, #0xFE
        STR R1, [R0]                            ; turns off LED
        BL delaySR    ; run this once LED should be turned off

        ADDS R8, #10        ; keeps LED off for R8: (100 - R4) amt of time
        CMP R8, #150        ; MELANIE CHANGE OG 100
        BLO offtime1

        ; R4 still contains same value at end of ontime1

        ; SW1 check here
        LDR R0, = GPIO_PORTF_DATA_R
        LDR R1, [R0]
        AND R1, #0x10
        LSR R1, #4
        CMP R1, #0
        BNE notpressed

poll    LDR R0, = GPIO_PORTF_DATA_R                ; if SW1 pressed, then loops here (LED
off) until SW1 released
        LDR R1, [R0]
        AND R1, #0x10
        LSR R1, #4
        CMP R1, #1
        BNE poll
        B out

notpressed    SUBS R4, #10                            ; program goes here if SW1 not
pressed at all
        CMP R4, #0
        BLS prebrighter
        B dimmer

prebrighter
        ADD R4, #10
        B brighter

```

out POP{R4, R8}
 B beginning

ALIGN
END