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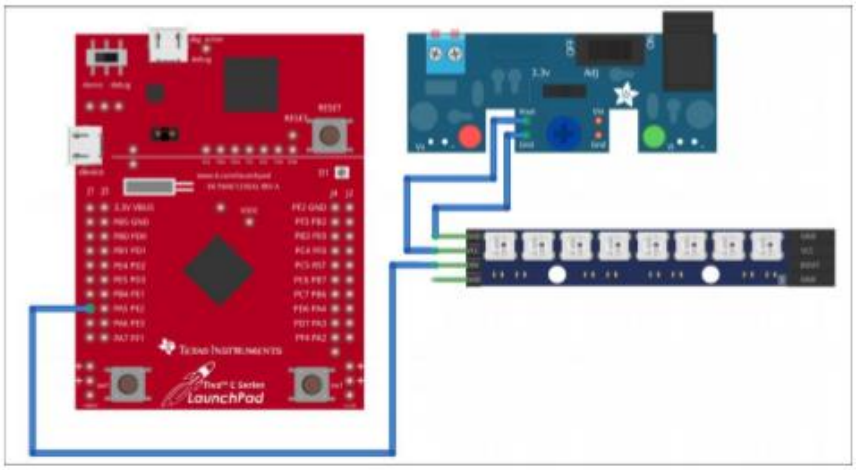
Github root directory: https://github.com/mendos1/Submission_Link/tree/master/Tiva_C

Date Submitted: **11/4/19**

Task 01:

Youtube Link:
https://www.youtube.com/watch?v=eq2gsozjW7g

Modified Schematic (if applicable):



Modified Code:

```
// Insert code here
#include <stdbool.h>
#include <stdint.h>
#include "inc/hw_memmap.h"
#include "driverlib/gpio.h"
#include "driverlib/pin_map.h"
#include "driverlib/ssi.h"
#include "driverlib/sysctl.h"
#include "driverlib/uart.h"
#include "utils/uartstdio.h"
#include "driverlib/adc.h"
#include "driverlib/debug.h"



#define NUM_SSI_DATA            1

//*****************************************************************************
//
// This function sets up UART0 to be used for a console to display information
// as the example is running.
//
//*****************************************************************************

void InitConsole(void)
{
    // Enable GPIO port A which is used for UART0 pins.
    SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOA);
```

Grading scheme: 30% Coding, 30% Documentation, 40% Execution/Video.

```
    // Configure the pin muxing for UART0 functions on port A0 and A1.
    // This step is not necessary if your part does not support pin muxing.
    GPIOPinConfigure(GPIO_PA0_U0RX);
    GPIOPinConfigure(GPIO_PA1_U0TX);

    // Enable UART0 so that we can configure the clock.
    SysCtlPeripheralEnable(SYSCTL_PERIPH_UART0);

    // Use the internal 16MHz oscillator as the UART clock source.
    UARTClockSourceSet(UART0_BASE, UART_CLOCK_PIOSC);

    // Select the alternate (UART) function for these pins.
    GPIOPinTypeUART(GPIO_PORTA_BASE, GPIO_PIN_0 | GPIO_PIN_1);

    // Initialize the UARTfor console I/O.
    UARTStdioConfig(0, 115200, 16000000);
}

//*****************************************************************************
//
// Configure SSI0 in master Freescale (SPI) mode.  This example will send out
// 3 bytes of data, then wait for 3 bytes of data to come in.  This will all be
// done using the polling method.
//
//*****************************************************************************

int main(void)
{
    uint32_t pui32DataTx[NUM_SSI_DATA];
    uint32_t pui32DataRx[NUM_SSI_DATA];
    uint32_t ui32Index;
    SysCtlClockSet(SYSCTL_SYSDIV_1 | SYSCTL_USE_OSC | SYSCTL_OSC_MAIN
|SYSCTL_XTAL_16MHZ);

    // Set up the serial console to use for displaying messages.  This is
    // just for this example program and is not needed for SSI operation.
    InitConsole();

    // The SSI0 peripheral must be enabled for use.
    SysCtlPeripheralEnable(SYSCTL_PERIPH_SSI0);
    // The SSI0 peripheral is on Port A and pins 2,3,4 and 5.
    SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOA);

    // This function/s configures the pin muxing on port A pins 2,3,4 and 5
    GPIOPinConfigure(GPIO_PA2_SSI0CLK);
    GPIOPinConfigure(GPIO_PA3_SSI0FSS);
    GPIOPinConfigure(GPIO_PA4_SSI0RX);
    GPIOPinConfigure(GPIO_PA5_SSI0TX);

    // Configure the GPIO settings for the SSI pins.  This function also gives
    // control of these pins to the SSI hardware.  Consult the data sheet to
    // see which functions are allocated per pin.
    // The pins are assigned as follows:
    //      PA5 -SSI0Tx
```

```
    //      PA4 -SSI0Rx
    //      PA3 -SSI0Fss
    //      PA2 -SSI0CLK
    GPIOPinTypeSSI(GPIO_PORTA_BASE, GPIO_PIN_5 | GPIO_PIN_4 | GPIO_PIN_3
|GPIO_PIN_2);

    // Configure and enable the SSI port for SPI master mode.  Use SSI0,
    //system clock supply, idle clock level low and active low clock in
    // freescale SPI mode, master mode, 1MHz SSI frequency, and 8-bit data.
    // For SPI mode, you can set the polarity of the SSI clock when the SSI
    // unit is idle.  You can also configure what clock edge you want to
    // capture data on.  Please reference the datasheet for more information on
    // the different SPI modes.
    SSIConfigSetExpClk(SSI0_BASE, SysCtlClockGet(),
SSI_FRF_MOTO_MODE_0,SSI_MODE_MASTER, 1000000, 8);
    // Enable the SSI0 module.
    SSIEnable(SSI0_BASE);

    //Variables for Temperature
    uint32_t ui32ADC0Value[4];
    volatile uint32_t ui32TempAvg;
    volatile uint32_t ui32TempValueC;
    volatile uint32_t ui32TempValueF;

    //Set system clock
    SysCtlClockSet(SYSCTL_SYSDIV_5|SYSCTL_USE_PLL|SYSCTL_OSC_MAIN|SYSCTL_XTAL_16MHZ);

    //Enable ADC
    SysCtlPeripheralEnable(SYSCTL_PERIPH_ADC0);

    //Configure all four steps of ADC sequencer
    ADCSequenceConfigure(ADC0_BASE, 1, ADC_TRIGGER_PROCESSOR, 0);
    ADCSequenceStepConfigure(ADC0_BASE, 1, 0, ADC_CTL_TS);
    ADCSequenceStepConfigure(ADC0_BASE, 1, 1, ADC_CTL_TS);
    ADCSequenceStepConfigure(ADC0_BASE, 1, 2, ADC_CTL_TS);

    //Configure interrupt flag = ADC_CTL_IE
    //Tell ADC logic that this is the last conversion on sequencer
    ADCSequenceStepConfigure(ADC0_BASE,1,3,ADC_CTL_TS|ADC_CTL_IE|ADC_CTL_END);

    //Enable ADC sequencer 1
    ADCSequenceEnable(ADC0_BASE, 1);

    while(1)
    {
        //clear interrupt flag
        ADCIntClear(ADC0_BASE, 1);
        //trigger ADC conversion with software
        ADCProcessorTrigger(ADC0_BASE, 1);

        //wait for conversion
        while(!ADCIntStatus(ADC0_BASE, 1, false))
        {
        }
```

Grading scheme: 30% Coding, 30% Documentation, 40% Execution/Video.

```
        //get data from a buffer in memory
        ADCSequenceDataGet(ADC0_BASE, 1, ui32ADC0Value);

        //temperature calculations
        ui32TempAvg = (ui32ADC0Value[0] + ui32ADC0Value[1] + ui32ADC0Value[2] +
ui32ADC0Value[3] + 2)/4;
        ui32TempValueC = (1475 - ((2475 * ui32TempAvg)) / 4096)/10;
        ui32TempValueF = ((ui32TempValueC * 9) + 160) / 5;

        // The "non-blocking" function checks if there is any data in the receive
        // FIFO and does not "hang" if there isn't.
        while(SSIDataGetNonBlocking(SSI0_BASE, &pui32DataRx[0]))
        {
        }

        // Initialize the data to send.
        pui32DataTx[0] = ui32TempValueF;

        SysCtlDelay( (SysCtlClockGet()/(3*1000))*1000 ) ;
        // Display indication that the SSI is transmitting data.
        UARTprintf("\nSent:\n  ");

        // Send 3 bytes of data.
        for(ui32Index = 0; ui32Index < NUM_SSI_DATA; ui32Index++)
        {
            // Display the data that SSI is transferring.
            UARTprintf("'%u' ", pui32DataTx[ui32Index]);

            // Send the data using the "blocking" put function.  This function
            // will wait until there is room in the send FIFO before returning.
            // This allows you to assure that all the data you send makes it into
            // the send FIFO.
            SSIDataPut(SSI0_BASE, pui32DataTx[ui32Index]);
        }

        // Wait until SSI0 is done transferring all the data in the transmit FIFO.
        while(SSIBusy(SSI0_BASE))
        {
        }
        SysCtlDelay( (SysCtlClockGet()/(3*1000))*1000 ) ;
        // Display indication that the SSI is receiving data.
        UARTprintf("\nReceived:\n  ");

        // Receive 3 bytes of data.
        for(ui32Index = 0; ui32Index < NUM_SSI_DATA; ui32Index++)
        {
            // Receive the data using the "blocking" Get function. This function
            // will wait until there is data in the receive FIFO before returning.
            SSIDataGet(SSI0_BASE, &pui32DataRx[ui32Index]);

            // Since we are using 8-bit data, mask off the MSB.
            pui32DataRx[ui32Index] &= 0x00FF;

            // Display the data that SSI0 received.
            UARTprintf("'%u' ", pui32DataRx[ui32Index]);
```

Grading scheme: 30% Coding, 30% Documentation, 40% Execution/Video.

```
        }
    }
    // Return no errors
    return(0);
}
```

Task 02:

Youtube Link:
https://www.youtube.com/watch?v=0DDUr4plDsM

Modified Schematic (if applicable):

Modified Code:

```
// Ricky Perez
// CpE 403
// Lab 8
// Task 2
// Interface the WS2818B 1x8 RGB LED strip with TivaC using SPI interface.
// Implement a running R, G, B, RG, RB, GB, and RGB light sequence.
#include <stdbool.h>
#include <stdint.h>
#include "inc/hw_memmap.h"
#include "driverlib/gpio.h"
#include "driverlib/pin_map.h"
#include "driverlib/ssi.h"
#include "driverlib/sysctl.h"
#include "driverlib/uart.h"
#include "utils/uartstdio.h"
#include "driverlib/adc.h"
#include "driverlib/debug.h"

#define MAX_RED              255
#define MAX_GREEN            255
#define MAX_BLUE             255
#define NUM_LEDS               8

uint8_t frame_buffer[NUM_LEDS*3];
void send_data uint8_t* data, uint8_t num_leds);
void fill_frame_buffer(uint8_t r, uint8_t g, uint8_t b, uint32_t num_leds);
void config_SET_LEDs uint8_t red, uint8_t green, uint8_t blue, uint8_t led_numbs,
uint8_t *buf, int div_num);
static volatile uint32_t ssi_lut[] =
{
 0b100100100,
 0b110100100,
 0b100110100,
 0b110110100,
 0b100100110,
 0b110100110,
 0b100110110,
 0b110110110
};
```

Grading scheme: 30% Coding, 30% Documentation, 40% Execution/Video.

```
int main(void) {

    FPULazyStackingEnable();

    // 80MHz
    SysCtlClockSet(SYSCTL_SYSDIV_2_5 | SYSCTL_USE_PLL | SYSCTL_XTAL_16MHZ |
SYSCTL_OSC_MAIN);

    SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOA);
    SysCtlDelay(50000);
    SysCtlPeripheralEnable(SYSCTL_PERIPH_SSI0);
    SysCtlDelay(50000);

    GPIOPinConfigure(GPIO_PA5_SSI0TX);
    GPIOPinConfigure(GPIO_PA2_SSI0CLK);
    GPIOPinConfigure(GPIO_PA4_SSI0RX);
    GPIOPinConfigure(GPIO_PA3_SSI0FSS);

    GPIOPinTypeSSI(GPIO_PORTA_BASE, GPIO_PIN_5);
    GPIOPinTypeSSI(GPIO_PORTA_BASE, GPIO_PIN_2);
    GPIOPinTypeSSI(GPIO_PORTA_BASE, GPIO_PIN_4);
    GPIOPinTypeSSI(GPIO_PORTA_BASE, GPIO_PIN_3);
    //20 MHz data rate
    SSIConfigSetExpClk(SSI0_BASE, 80000000, SSI_FRF_MOTO_MODE_0, SSI_MODE_MASTER,
2400000, 9);
    SSIEnable(SSI0_BASE);

    //fill_frame_buffer(48, 255, 255, NUM_LEDS);
    while(1)
    {
        // R, G, B, RG, RB, GB, and RGB light sequence.
        // config_SET_LEDs(MAX_RED, 0, 0,NUM_LEDS,frame_buffer,5);
        // Red
        config_SET_LEDs(MAX_RED, 0, 0,NUM_LEDS,frame_buffer,5);

        // Green
        config_SET_LEDs(0, MAX_GREEN, 0,NUM_LEDS,frame_buffer,5);

        // Blue
        config_SET_LEDs(0, 0, MAX_BLUE,NUM_LEDS,frame_buffer,5);

        // Red and Green
        config_SET_LEDs(MAX_RED, MAX_GREEN, 0, NUM_LEDS,frame_buffer,5);

        // Red and Blue
        config_SET_LEDs(MAX_RED, 0, MAX_BLUE, NUM_LEDS,frame_buffer,5);

        // Green Blue
        config_SET_LEDs(0, MAX_GREEN, MAX_BLUE, NUM_LEDS,frame_buffer,4);

        // Red Green Blue
        config_SET_LEDs( MAX_RED, MAX_GREEN, MAX_BLUE, NUM_LEDS,frame_buffer,4);

    }
    return 0;
```

Grading scheme: 30% Coding, 30% Documentation, 40% Execution/Video.

```
}

void config_SET_LEDs(uint8_t red, uint8_t green, uint8_t blue, uint8_t led_numbs,
uint8_t *buf, int div_num){
    fill_frame_buffer(red, green, blue,led_numbs );
    send_data buf, led_numbs);
    SysCtlDelay( SysCtlClockGet()/div_num));// small delay
}

void send_data uint8_t* data, uint8_t num_leds)
{
    uint32_t i, j, curr_lut_index, curr_rgb;
    for(i = 0; i < (num_leds*3); i = i + 3) {
        curr_rgb = (((uint32_t)data[i + 2]) << 16) | (((uint32_t)data[i + 1]) << 8) |
data[i];
        for(j = 0; j < 24; j = j + 3) {
            curr_lut_index = ((curr_rgb>>j) & 0b111);
            SSIDataPut(SSI0_BASE, ssi_lut[curr_lut_index]);
        }
    }

    SysCtlDelay(50000); // delay more then 50us
}

void fill_frame_buffer(uint8_t r, uint8_t g, uint8_t b, uint32_t num_leds)
{
    uint32_t i;
    uint8_t* frame_buffer_index = frame_buffer;
    for(i = 0; i < num_leds; i++) {
        *(frame_buffer_index++) = g;
        *(frame_buffer_index++) = r;
        *(frame_buffer_index++) = b;
    }
}
```

Grading scheme: 30% Coding, 30% Documentation, 40% Execution/Video.