Lab assignment

- 1. https://github.com/mikolasstradej/Digital-Electronics-2
- 2. Logické operátory:
 - | logický součet (OR)
 - & logický součin (AND)
 - ^ exkluzivní součet (EX-OR)
 - ~ jednotkový doplněk (negace)
 - << bitový posun doleva

Α	В		&	۸
0	0	0	0	0
0	1	1	0	1
1	0	1	0	1
1	1	1	1	0

Α	?	
0	1	
1	0	

Bitový posun doleva – posune všechny bity o x pozic doleva

A = 11100110

A << 2 = 10011000

3. C code

```
#define LED_GREEN PB5
#define SHORT_DELAY 350
#ifndef F CPU
#define F_CPU 16000000
#endif
#include <util/delay.h>
int main(void)
{
    DDRB = DDRB | (1<<LED_GREEN);</pre>
    PORTB = PORTB & \sim(1<<PB5);
    while (1)
        _delay_ms(SHORT_DELAY);
        PORTB = PORTB ^ (1<<LED_GREEN); // (^ je fce XOR)</pre>
               _delay_ms(SHORT_DELAY*3);
               PORTB = PORTB ^ (1<<LED_GREEN);</pre>
               _delay_ms(SHORT_DELAY);
```

```
PORTB = PORTB ^ (1<<LED_GREEN);</pre>
                _delay_ms(SHORT_DELAY);
               PORTB = PORTB ^ (1<<LED_GREEN);</pre>
                _delay_ms(SHORT_DELAY);
               PORTB = PORTB ^ (1<<LED_GREEN);</pre>
                _delay_ms(SHORT_DELAY);
               PORTB = PORTB ^ (1<<LED GREEN);
                _delay_ms(SHORT_DELAY*5); // D
               PORTB = PORTB ^ (1<<LED GREEN);
                _delay_ms(SHORT_DELAY);
               PORTB = PORTB ^ (1<<LED_GREEN);
                _delay_ms(SHORT_DELAY*5); // E
               PORTB = PORTB ^ (1<<LED_GREEN);</pre>
                _delay_ms(SHORT_DELAY);
               PORTB = PORTB ^ (1<<LED_GREEN);</pre>
                _delay_ms(SHORT_DELAY*3);
               PORTB = PORTB ^ (1<<LED_GREEN);</pre>
                _delay_ms(SHORT_DELAY);
               PORTB = PORTB ^ (1<<LED_GREEN);</pre>
                _delay_ms(SHORT_DELAY*3);
               PORTB = PORTB ^ (1<<LED_GREEN);</pre>
                _delay_ms(SHORT_DELAY);
               PORTB = PORTB ^ (1<<LED_GREEN);</pre>
                _delay_ms(SHORT_DELAY*3);
               PORTB = PORTB ^ (1<<LED_GREEN);</pre>
                _delay_ms(SHORT_DELAY*5);
    }
    return 0;
}
```