Lab 1: Martin Kousal

Link to your Digital-electronics-2 GitHub repository:

https://github.com/mkousal/Digital-electronics-2

Blink example

1. What is the meaning of the following binary operators in C?

```
| - Bitwise OR& - Bitwise AND
```

^ - Bitwise XOR

○ ~ - Bitwise NOT

<< - Bit shift to the left

>> - Bit shift to the right

2. Complete truth table with operators: |, &, ^, ~

b	а	b or a	b and a	b xor a	not b
0	0	0	0	0	1
0	1	1	0	1	1
1	0	1	0	1	0
1	1	1	1	0	0

Morse code

1. Listing of C code with syntax highlighting which repeats one "dot" and one "comma" on a LED:

```
#define LED GREEN PB5 // AVR pin where green LED is connected
#define SHORT DELAY 200 // Delay in milliseconds
#define LONG_DELAY 1000 // Delay in milliseconds
#ifndef F CPU
                       // Preprocessor directive allows for conditional
                       // compilation. The #ifndef means "if not defined".
# define F CPU 16000000 // CPU frequency in Hz required for delay
#endif
                       // The #ifndef directive must be closed by #endif
#include <util/delay.h> // Functions for busy-wait delay loops
#include <avr/io.h> // AVR device-specific IO definitions
int main(void)
{
    // Set pin as output in Data Direction Register
    // DDRB = DDRB or 0010 0000
    DDRB = DDRB | (1<<LED_GREEN);</pre>
```

```
// Set pin LOW in Data Register (LED off)
   // PORTB = PORTB and 1101 1111
   PORTB = PORTB & ~(1<<LED_GREEN);
   // Infinite loop
   while (1)
   {
       _delay_ms(SHORT_DELAY); // Pause several milliseconds
       PORTB &= ~(1<<LED_GREEN); // Set LED to off
       _delay_ms(SHORT_DELAY);  // Pause several milliseconds
PORTB |= (1<<LED_GREEN);  // Set LED to on</pre>
       _delay_ms(LONG_DELAY);
                                 // Pause for more milliseconds (LED is shining
now)
       PORTB &= ~(1<<LED_GREEN); // Set LED to off
   }
   // Will never reach this
   return 0;
}
```

2. Scheme of Morse code application, i.e. connection of AVR device, LED, resistor, and supply voltage. The image can be drawn on a computer or by hand. Always name all components and their values!

