

## \* - LIBRARIES

```
#include <avr/io.h>
#include <util/delay.h>
#include "USART.h"
#include <util/setbaud.h>
```

## 1 - INITIALIZE

```
void initUSART(void) {
    UBRR0H = UBRRH_VALUE; // Set baud rate
    UBRR0L = UBRLL_VALUE; // defined in setbaud.h

    #if USE_2X // set double speed
        UCSR0A |= (1 << U2X0);
    #else
        UCSR0A &= ~(1 << U2X0);
    #endif

    UCSR0B = (1 << TXEN0) | (1 << RXEN0); // Enable transmit receive
    UCSR0C = (1 << UCSZ01) | (1 << UCSZ00); // 8 bit data

}
```

## 2 - TRANSMIT A BYTE

```
void transmitByte(uint8_t data) {
    loop-until-bit-is-set(UCSR0A, UDRE0);

    UDR0 = data;

}
```

### 3- RECEIVE A BYTE

```
uint8_t receiveByte (void) {  
    loop_until_bit_is_set(UCSR0A, RXC0);  
  
    return UDR0;  
}
```

### 4- TRANSMIT STRING

```
void printString (const char myStr []) {  
  
    uint8_t i = 0;  
  
    while (myStr[i]) {  
  
        transmitByte (myStr[i]);  
  
        i++;  
    }  
}
```

### 5- Ex LOOPBACK COMMUNICATION

```
#include <binaryMacro.h>  
#include <macros.h>  
#include <pinDefines.h>  
#include <portpins.h>  
#include <USART.c>  
#include <avr/io.h>  
#include <util/delay.h>  
  
int main (void) {  
  
    char serialChar;
```



libraries

```

char serialChar;
initUSART();
printString ("Hello Computer! \r\n");
printString ("This is AVR! \r\n");

while (1) {
    serialChar = receiveByte();
    transmitByte (serialChar);

}
return 0;
}

```

## 6- Ex LED PROGRAM

### libraries

```

int main (void) {
    char serialChar;
    DDRD = 0xFF;
    initUSART();
    printString ("Hello computer. \r\n");
    printString ("This is AVR! \r\n");
    while (1) {
        printString ("Enter a number between 2 and 7. \r\n");
        printString ("I will turn on the corresponding LED. \r\n");

        serialChar = receiveByte();
        transmitChar (serialChar);
        printString ("\n");

        if ((serialChar < '2') | (serialChar > '7')) {
            printString ("out of range \r\n");
            PORTD = 0x00;
        }
    }
}

```

```
else {  
    serialChar = serialChar - '0';  
    PORTD = (1 << serialChar);  
}  
return 0;  
}
```