

Exercise Sheet 4 - Analog-To-Digital Converters

Note:

You will present your results of this exercise sheet to your tutor in a **colloquium**. Exact dates for each group will be announced by the individual tutors.

While the signal flow within a microcontroller is always digital, most sensors provide analog data. In order to be able to read and process the output of those sensors, a so-called 'Analog-to-Digital Converter' (ADC) is required. This unit can convert an analog voltage to a digital value, related to a certain reference value also provided to the ADC.

The MSP430G2553 used in the exercise has a built-in ADC, which you can route to different pins by appropriate software configurations, in order to measure an analog signal applied to the corresponding pin.

In the following program an analog signal applied to **CON3:P1.7** is measured and then forwarded by the serial interface. For example, you could connect **CON3:P1.7** to the potentiometer **P1 (U_POT)** and then observe a change in the value in the serial console when turning the potentiometer **P1**.

Listing 1: Example Program for the use of the ADC.

```
/*  
 * This program will print the analog value at P1.7 to the serial console.  
 *  
 * Connect the following pins:  
 * P1.7 (CON3) to U_POT (X6)  
 */  
  
#include <templateEMP.h>  
  
void main(void) {  
    initMSP();  
    // Turn ADC on; use 16 clocks as sample & hold time (see p. 559 in the user guide)  
    ADC10CTL0 = ADC10ON + ADC10SHT_2;  
    // Enable P1.7 as AD input  
    ADC10AEO |= BIT7;  
    // Select channel 7 as input for the following conversion(s)  
    ADC10CTL1 = INCH_7;  
  
    while (1)  
    {  
        // Start conversion  
        ADC10CTL0 |= ENC + ADC10SC;  
        // Wait until result is ready  
        while(ADC10CTL1 & ADC10BUSY);  
        // If result is ready, copy it to m1  
        int m1 = ADC10MEM;  
        // Print m1 to the serial console  
        serialPrintInt(m1);  
    }  
}
```

Task 1

- a) Connect the potentiometer **P1** to **CON3:P1.7** and represent its setting angle using the LEDs **D1** to **D4**. For this purpose, divide the maximum measuring range into five approximately equal sections. If the measured value is in the first section, no LED should be illuminated; if it's in the second section, only **D1** should be illuminated; if it's in the third section, **D1** and **D2** be illuminated, if it's in the fourth section **D1**, **D2** and **D3** should be illuminated, and finally if it's in the fifth section, all LEDs from **D1** to **D4** should be illuminated. **(2 pts. for general function + 1 pt. for division into sections)**
- b) Then, additionally connect **LDR** to **CON3:P1.4**, the red LED **D6** to **CON3:P3.0**, the green LED **D5** to **CON3:P3.1** and the blue LED **D7** to **CON3:P3.2**. Put the jumper **JP2** to **COL**. You should also use the black plastic tube from your development kit to place it in a way, so that it encloses the light dependent resistor (LDR) as well as the red, green and blue LEDs.
- At pin **LDR**, you can now measure an analog signal, which is related to the intensity of the light reaching the LDR. Your task is now to **extend** your program from Task 1a) so that it recognizes the color of a plastic chip placed on top of the black tube. Therefore, make sure to keep the functionality of Task 1a). As soon as a chip is placed on the tube, its color shall be printed via serial interface, so that you can see it on your computer. Your program should be able to detect when no chip is placed on the tube. Further, it should be able to distinguish between white, black, red, green and blue chip colors. **(1 pt. for the detection of a chip being absent + 1 pt. for each chip color you can detect)**

Note:

You can measure the spectral component of a chip by illuminating individual LEDs while performing LDR measurements. Therefore, to measure the red component, turn on only the red LED and then perform a measurement. Do the same for blue and green accordingly.

Bonus:

Expand your program to detect another color. **(1 pt.)**

Hints:

The LDR always requires a few milliseconds to adapt to abrupt changes in light intensity. You don't have to optimize your code for a fast update of **D1** to **D4**. Therefore, a change in the potentiometer **P1** position may be followed by a delayed output.

Task 2

Create a file `feedback.txt` with a brief feedback statement, which contains specific problems and issues you experienced while solving the exercise, additional requests, positive remarks and alike. Import this text file `feedback.txt` in your **Code Composer Studio (CCS)** project, so that you can upload it together with your software deliverable. **(1 pt.)**