

LAB #1

1 LAB OBJECTIVES

- To be familiar with some the simulation software: PROTEUS VSM
- To learn how to create firmware using Atmel Studio
- How to simulate embedded system using PROTEUS and Atmel Studio
- To examine the I/O port operation using a simulator.
- Review C programming/compiling.
- Learn how to address ports/pins and set i/o configuration.
- Masking, toggling, if-then, subroutines, and looping.
- To create and debugging firmware using Atmel Studio
- To examine the I/O port operation using a simulator.
- Learn how to address ports/pins and set I/O configuration.
- Understand I/O pin drive and input levels.

2 INTRODUCTION TO ATMEL STUDIO

3 Introduction

This tutorial will teach you how to write, compile, and trace a simple program in Atmel Studio. Atmel studio is an Integrated Development Environment based on Microsoft's Visual studio IDE. It is used for developing and debugging all AVR and SAM microcontroller applications. The Atmel Studio 7 IDP gives you an environment to write, build and debug your applications written in C/C++ or assembly code. It also connects to the debuggers, programmers and development kits that support AVR and SAM devices.

The IDE was initial developed by Atmel corporation but since 2016, Microchip Technology **acquired** the Atmel Corporation and, for all practical purses, Atmel studio is deprecated and replaced by **Microchip Studio**. We will use this IDE for this lab while I am still reevaluating a better IDE to use¹.

¹There exist many IDEs for embedded development. Prominently, **PlatformIO IDE** provides a new generation toolset for embedded C/C++ development and has an easy to use plugin for the incredibly popular Microsoft's **Visual Studio Code**. We might use it in future lab exercises.

4 Installing and using Atmel Studio

1. Download the newest version of Atmel Studio from the [microchip website Atmel website](#)
2. Run the downloaded program to install the Atmel Studio IDE.
3. Creating the first project
 - Go to the File menu. Choose New and then Project (Figure 1).

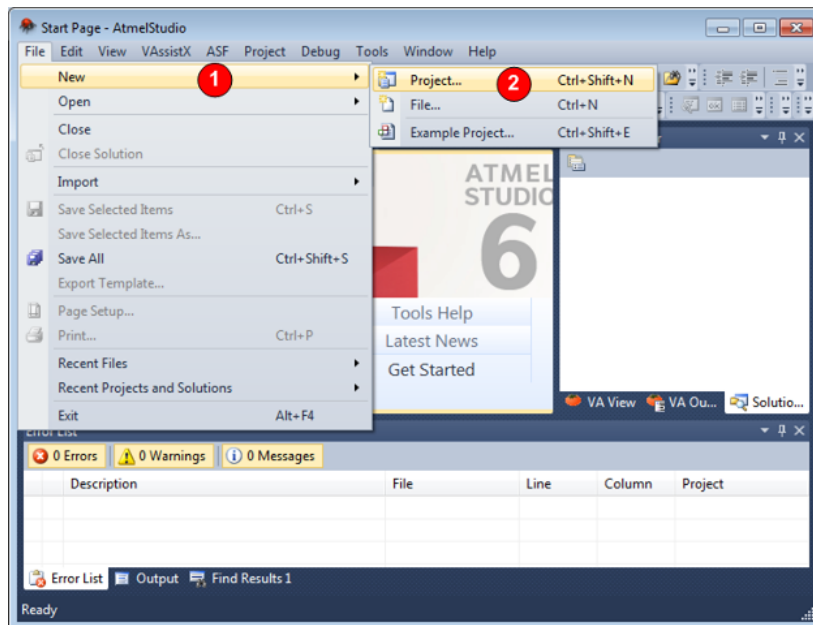


FIG 1. Creating a new Atmel project

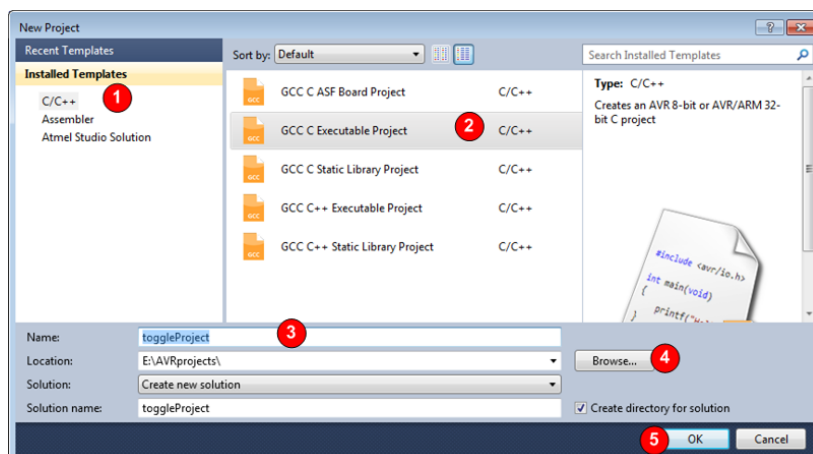


FIG 2. Select project type

- In the opened dialog (Figure 2)
 - Choose C/C++.
 - Select GCC C Executable Project.
 - Give a name to the project (or just call it blink)

- Choose the path where you like to save the project by clicking on the Browse button.
- Finally press OK.
- In the Device Selection dialog
 - Select megaAVR as the Device family.
 - Select the ATmega328 chip
 - Select OK.

4. A Project will be created as shown in **Figure 3**

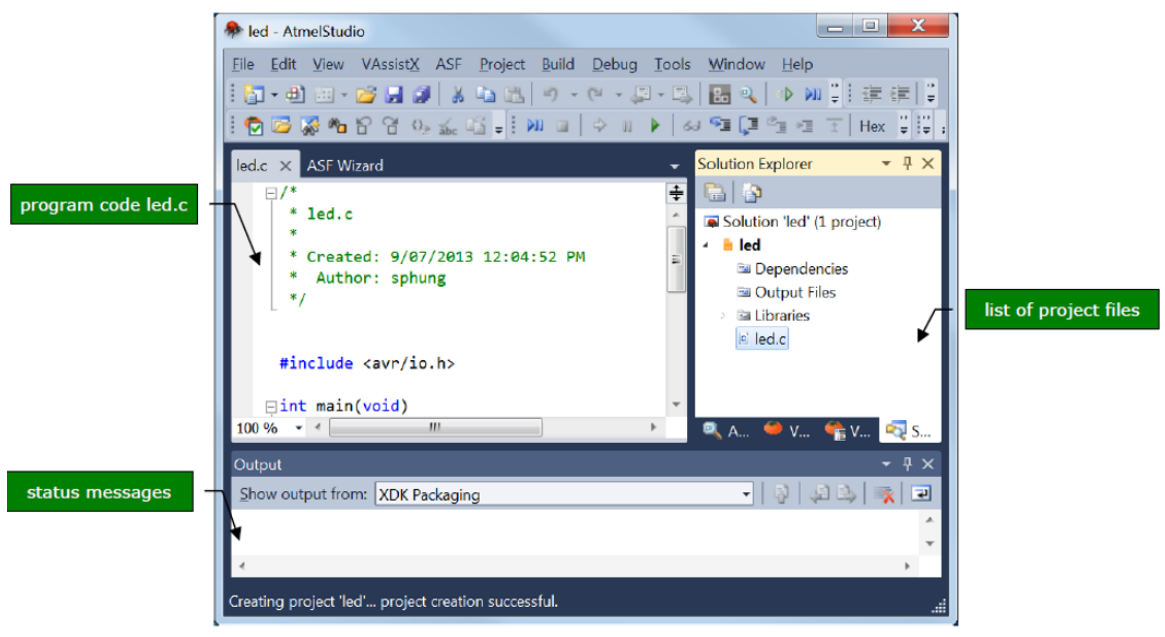


FIG 3. Atmel studio code editor

5. Enter the C code shown in **Listing 1**. It is not important to understand the code at this stage, but you can do that by reading the C comments².

```

1  #include <avr/io.h>
2  #include <util/delay.h>
3  int main(void)
4  {
5      DDRB |= 1 << PB0;
6      while (1)
7      {
8          PORTB ^= 1 << PB0;
9          _delay_ms(1000);
10     }
11 }
  
```

Listing 1: Source code

²An interested reader can follow [this link](#) to understand how the code works

5 Compiling C code to HEX file

- Click menu Build — Build Solution to compile the C code (or just press F7).
- If there is no error message, a file called project name .hex will be produced. This file contains the machine code that is ready to be downloaded to the ATmega16 microcontroller. The file is stored in sub-folder “debug” or “release” of your project.
- If there are error messages, check your C code. Most often, error messages are caused by typographical or syntax errors. Atmel Studio will show the line numbers where errors appear in the C code.

6 Debugging C program using the simulator

Debugging is an essential aspect in any type of programming. This section will show you how to debug a C program at source-code level, using Atmel Studio. Basically, you can execute a C program one line at a time, and observe the effects on the CPU registers, IO ports, and memory. This is possible because Atmel Studio provides a software simulator for many AVR microcontrollers, including the ATmega168 chip. To debug your project:

- Start the debugger by selecting menu Debug — Start Debugging and Break. Atmel Studio will require you to specify a debugger.
- Select “Simulator”, as shown in [Figure 4](#)

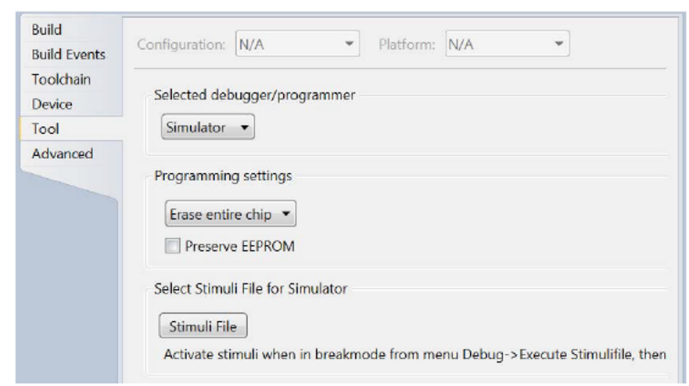


FIG 4. Configuration of the debugger

- Atmel Studio lets you examine the contents of CPU registers and IO ports. To enable these views ([Figure 5](#)), select menu Debug — Windows and then Processor View or I/O View.
- A yellow arrow ([Figure 6](#)) will appear in the code window; it indicates the C instruction to be executed next.
- Select menu Debug — Step Into (or press hot-key F11) to execute the C instruction at the yellow arrow. Note that Port B Data Direction Register (DDRB) has been changed to 0xFF.

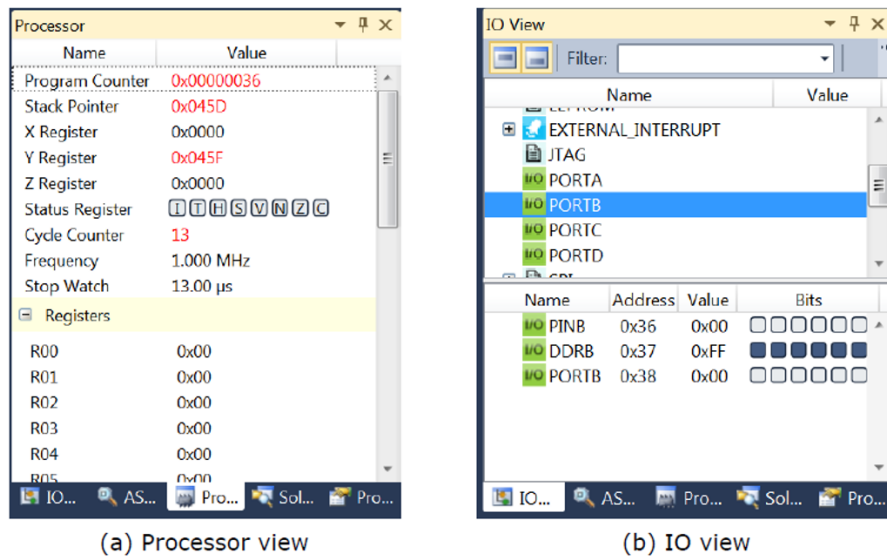


FIG 5. The contents of CPU registers and IO ports

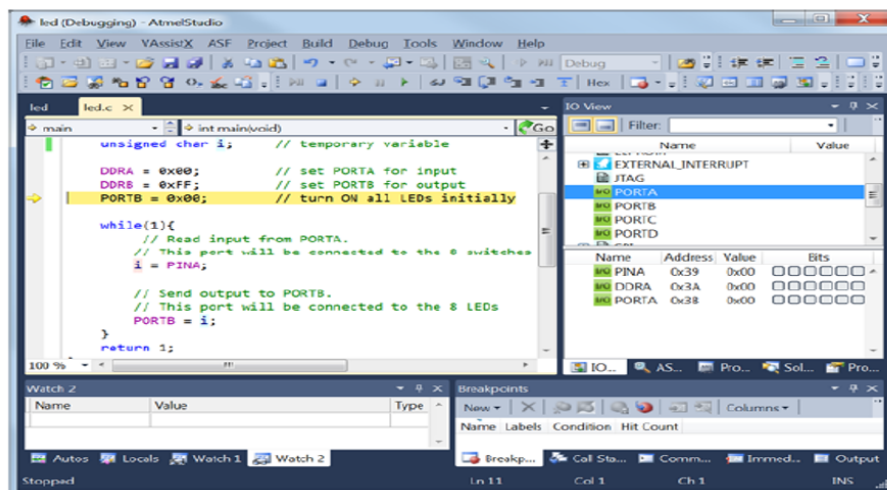


FIG 6. Debugging —The yellow arrow indicates the C instruction to be executed next

- While debugging the C program, you can change the contents of a register. For example, to change Port A Input Pins register (PINA), click on the value column of PINA and enter a new value. This change will take effect immediately. Subsequently, the contents of PORTB will be 0x04 after running the two C instructions

```
i = PINA;
PORTB = i;
```

- To monitor a C variable, select the variable name in the code window, click menu Debug — Quick Watch, and then click button Add Watch. The variable will be added to a watch window (Figure 7)
- The Debug menu provides many other debugging options, such as running up to a break point, or stepping over a function or a loop. To view the assembly code along with the C code, select menu Debug — Windows — Disassembly.

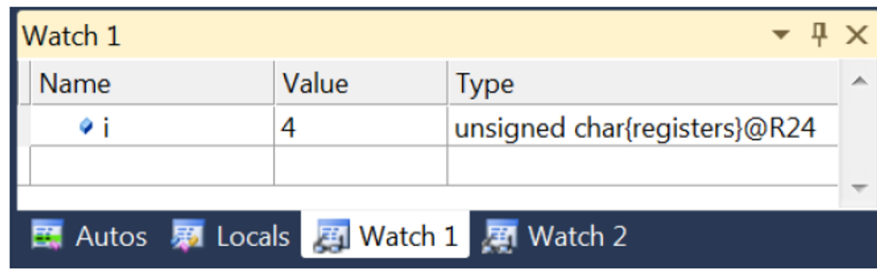


FIG 7. Watch window

- To stop debugging, select menu Debug — Stop Debugging.

7 Hardware simulation with PROTEUS

7.1 What is Proteus?

Proteus contains everything you need to develop, test and virtually prototype your embedded system designs based around the Atmel AVR series of microcontrollers. The unique nature of schematic based microcontroller simulation with Proteus facilitates rapid, flexible and parallel development of both the system hardware and the system firmware. This design synergy allows engineers to evolve their projects more quickly, empowering them with the flexibility to make hardware or firmware changes at will and reducing the time to market.

Proteus VSM models will fundamentally work with the exact same HEX file as you would program the physical device with, binary files (i.e. AVR Hex files) produced by any assembler or compiler.

7.2 Get started to proteus

- Install proteus VSM (The detailed instructions will be given to you later)
- Select create a new Project
 - This wizard guides you through the setup of your Proteus project.
 - There is a start page in which you specify the project name and destination directory and then potentially three main screens for schematic, PCB and firmware.
 - Select create schematic by checking the box at the top of the screen and then select the default template, then press next
 - The next screen asks you to create a PCP. Just don't create on for the moment. Press next
 - Add the ATmega168 the schematic , by pressing P. You will then be presented with a window that allows you to add components. For example, to:
 - * To add the ATmega168 microcontroller, just search for "ATmega168"
 - * To add a red led, just search for "red led"
 - * To add a 1k resistor, just search for "1k resistor"

- * To add a button switch, just search for button
- * The library contains many component. Just search for what you're looking for.
- Build the circuit
 - * Add the ATmega168 microcontroller
 - * Add a red LED and rename it to LED1
 - * Connect the LED to pin PB0 of the microcontroller
 - * Add a current limiting resistor, and change its value to 240 Ohms
 - * Add a ground

7.3 Running the simulation in Proteus

- Right click the ATtiny13 microcontroller and select edit properties (**Figure 8**). The browse for the hex file created with Atmel studio. Note: The hex file is usually located in the debug folder or in the release folder depending on how you compiled your program.

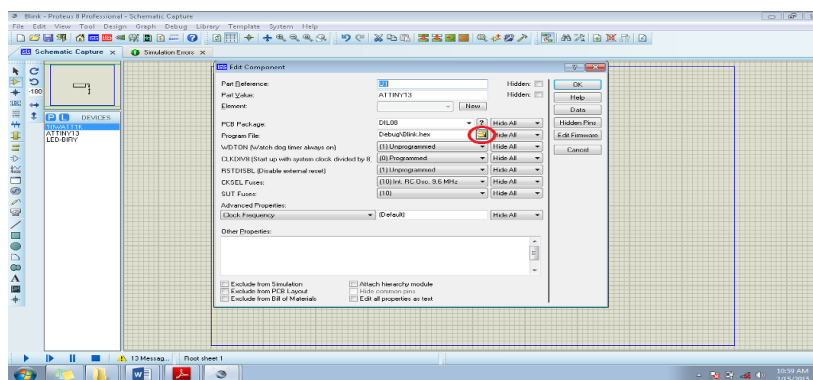


FIG 8. Specifying the hex file that will run on the microprocessor

- Select the hex file, and the press OK to dismiss the property screen
- Run the simulation
- Now, press the run button. The LED should blink
- Congratulation! Your systems works as expected!

8 Lab instruction exercise

Section 8 and **Section 8** show a circuit consisting of four LEDs connected to an ATtiny13 microcontroller:

- LED 1 (D1) is green and is connected to PB0 of the MCU
- LED 2 (D2) is red and is connected to PB1 of the MCU
- LED 3 (D3) is blue and is connected to PB2 of the MCU

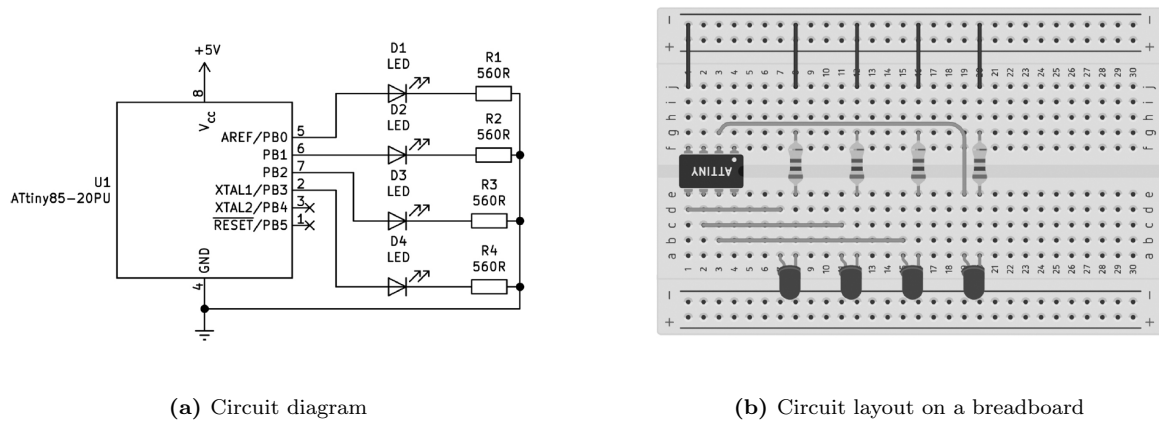


FIG 9. An ATtiny13 MCU powered circuit

- LED 4 (D4) is yellow and is connected to PB3 of the MCU

Write a C program that blink the 4 LED in a loop based on the value of a counter ($0 \leq \text{counter} < 1000$) as follows:

- If the counter is a multiple of 3, turn on LED1 only
- If the counter is a multiple of 5, turn on LED2 only
- If the counter is a multiple of both 3 and 5, turn on LED 3 only
- If the counter is neither a multiple of 3 nor a multiple of 5, turn on LED4 only
- The counter is reset to zero If the counter is greater than 100.

HINT:

- This is a various of the classic **Fizz buzz game**.
- You are encouraged to take a look at a sample implementation of the **implementation of fizz buzz problem**

9 Lab submission

- I will check your work (Proteus simulation and the source code) at the beginning of the next lecturer.
- You can do the lab in a group of no more than 3 students
- The lab is handed out on January 15, 2023 and is due on **January 20, 2023**.
- Because the course will only lasts for 11 weeks, this is a hard deadline and **late submissions are not accepted after the deadline**.
- If you're not available in the lab, you will get a zero for the assignment (unless you can provide a documented evidence for your absence)