



Andhra Pradesh State Skill Development Corporation



Embedded systems

**Button and LED
interfacing to the ARM7**



BUTTON INTERFACING WITH ARM 7

Aim : To interface button with ARM 7.

Software:

Keil uVision 5

Magic Flash Tool

Before getting into the project we must know few things about the led modes of operation and about the led Hex codes

Components required:

ARM7-LPC2148 Microcontroller board

Led

switch

resistor

Breadboard

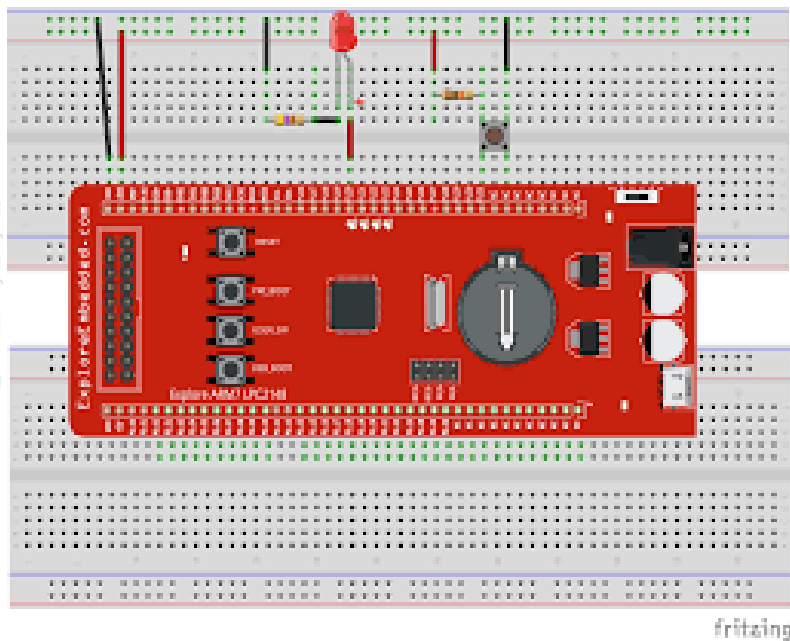
Connecting Wires

Micro USB cable

Theory:

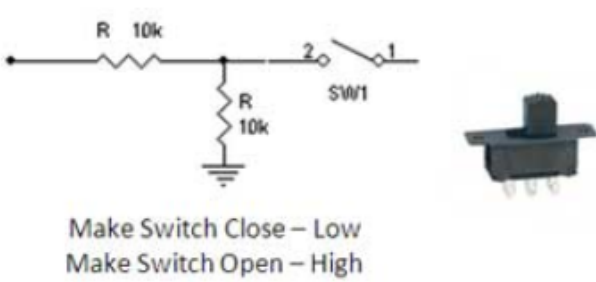
A switch is an electrical component that can break an electrical circuit, interrupting the current or diverting it from one conductor to another. A switch may be directly manipulated by a human as a control signal to a system, or to control power flow in a circuit. A simple switch has an open state and closed state. However, a microcontroller needs to see a definite high or low voltage level at a digital input. A switch requires a pull-up or pull-down resistor to produce a definite high or low voltage when it is open or closed. A resistor placed between a digital input and the supply voltage is called a “pull-up” resistor because it normally pulls the pin’s voltage up to the supply.

Circuit Diagram:



Procedure:

Pin Assignment with LPC2148

	Slide Switch	LPC2148 Lines	Input Logic Selection
DIGITAL INPUTS	SW20	P1.24	 <p>Make Switch Close – Low Make Switch Open – High</p>
	SW21	P1.25	
	SW22	P1.26	
	SW23	P1.27	
	SW24	P1.28	
	SW25	P1.29	
	SW26	P1.30	
	SW27	P1.31	



Controlling LED by using switch in **LPC2148 Development Board**. It works by turning ON a LED & then turning it OFF when switch is going to LOW or HIGH.

The ARM7 **LPC2148 Development Board** has LED, connected with I/O Port lines P0.0 to make port pins high. switch connected with I/O port lines P0.1 are used to control LED.

Code:

```
/* if button is pressed turn on led
turn off led

not pressed the output is logic 1
pressed the output is logic 0

assigne logic 0 for turn off led
assigne logic 1 for turn on led*/

#include<lpc21xx.h>

#define led 0x00000001 //P0.0
#define button 0x00000002 //P0.1

int main(){
IODIR0|=led;
while(1){

if(((IOPIN0) & (button)) == 0)
IOSET0|=led;
else
IOCLR0|=led;

}
}
```

Result: when you press the button the LED gets ON else, the LED gets OFF.