Atividade Prática 03

Arquitetura de Computadores II - Prof. Romanelli
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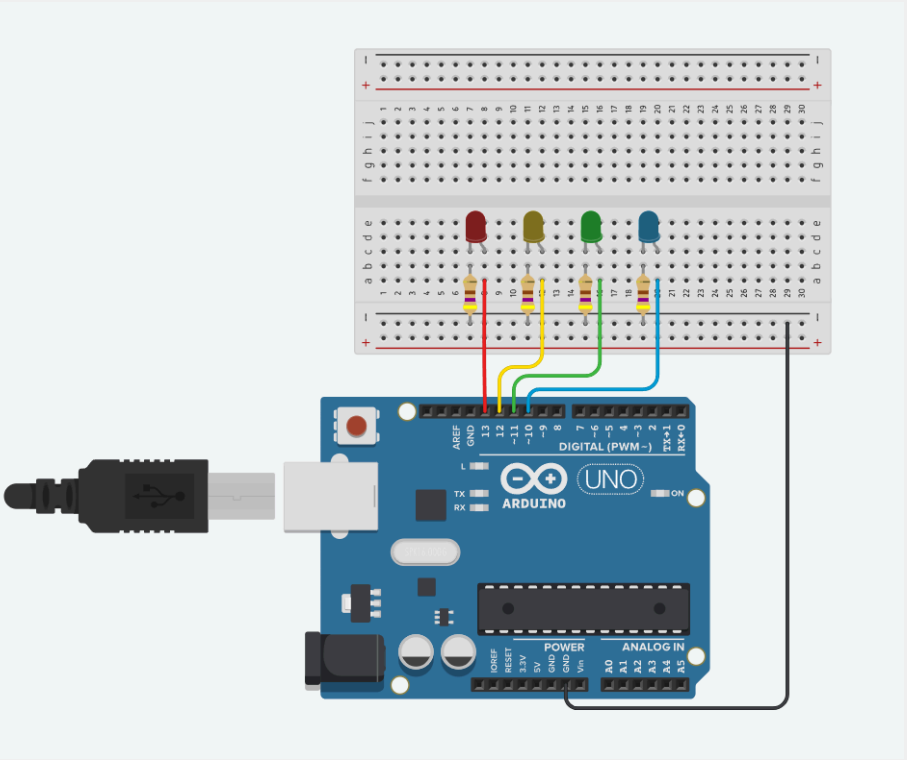
Parte 1




```
/*
  Programa 01
  Semáforo
 */

// Definiçao de valores para variáveis
int azul = 10;
int verde = 11;
int amarelo = 12;
int vermelho = 13;
int count = 0;

// Rotina executada 1 vez e que em geral configura entradas e saídas
void setup() {
  // configura os pinos como saídas DIGITAIS.
  Serial.begin(9600);
  pinMode(azul, OUTPUT);
  pinMode(verde, OUTPUT);
  pinMode(amarelo, OUTPUT);
  pinMode(vermelho, OUTPUT);
}
```

```
void piscaAzul(){
      digitalWrite(azul, HIGH);
      delay(500);
    digitalWrite(azul, LOW);
      delay(500);
}

// the loop routine runs over and over again forever:
void loop() {
  while (count < 3){
    digitalWrite(vermelho, HIGH);
    digitalWrite(verde, LOW);
    digitalWrite(amarelo, LOW);
    piscaAzul();

      count++;
  }

  count = 0;

  while (count < 4){
    digitalWrite(vermelho, LOW);
    digitalWrite(verde, HIGH);
    digitalWrite(amarelo, LOW);
    piscaAzul();

      count++;
  }

  count = 0;

  while (count < 2){
    digitalWrite(vermelho, LOW);
    digitalWrite(verde, LOW);
    digitalWrite(amarelo, HIGH);
    piscaAzul();

      count++;
  }

  count = 0;

}
```

Parte 2

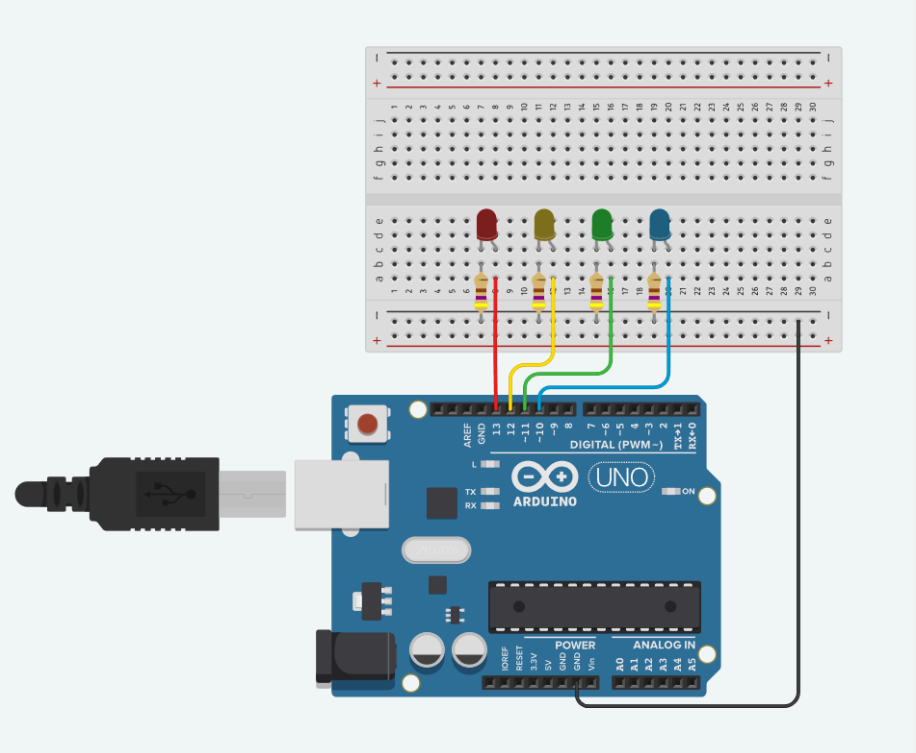
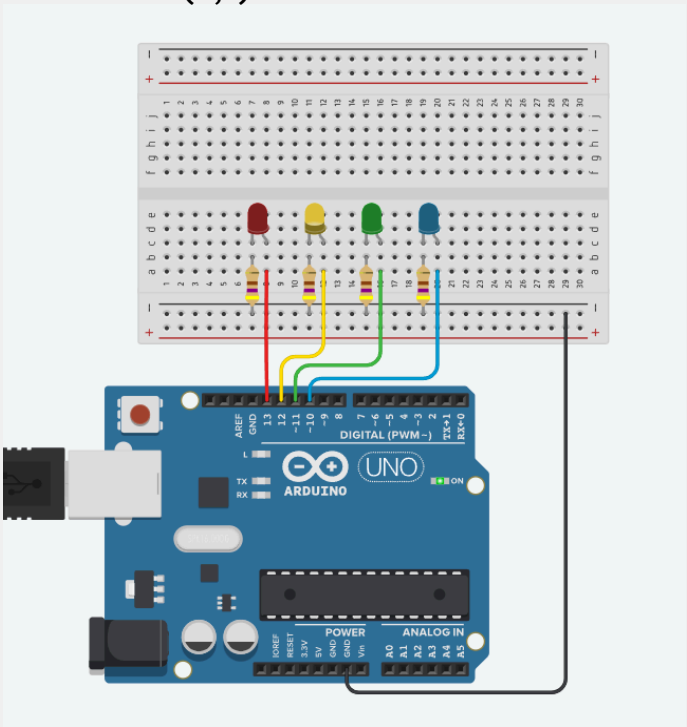


Tabela:

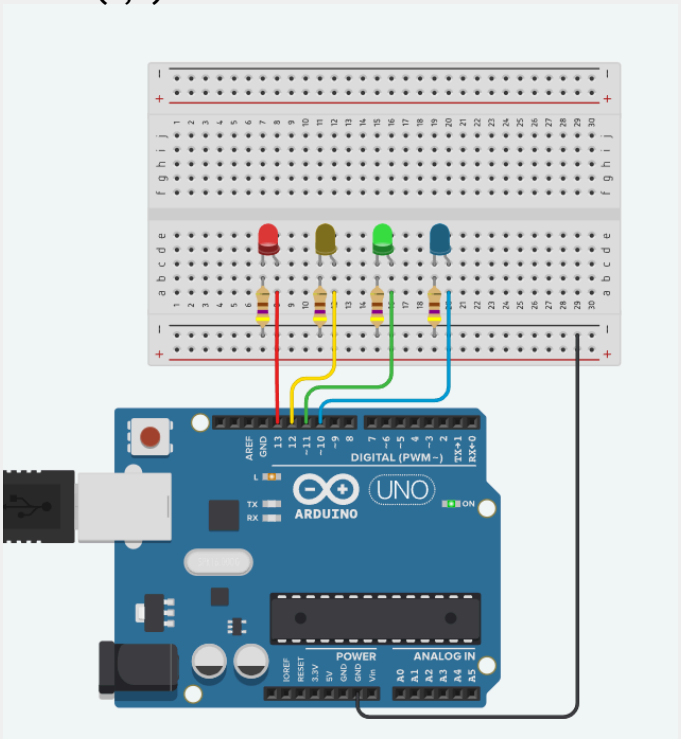
Instrução	Binário	Hexa	Resultado
AND(A,B)	0 1 00	0x4	00
OR(A, B)	1 0 01	0x9	10
SOMA(A,B)	1 0 11	0xB	10
NOT(A)	0 0 10	0x2	10
AND(A,B)	0 1 00	0x4	00

Testes:

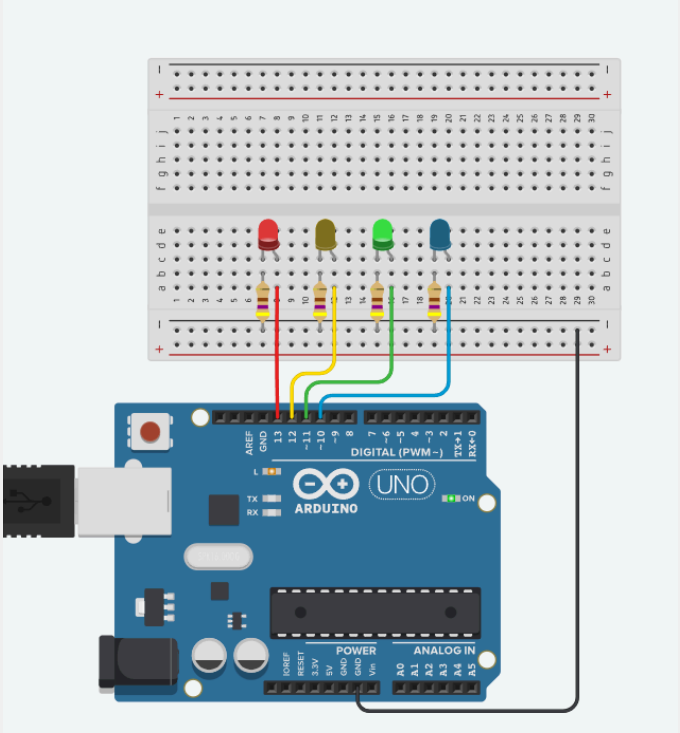
AND(0,1)



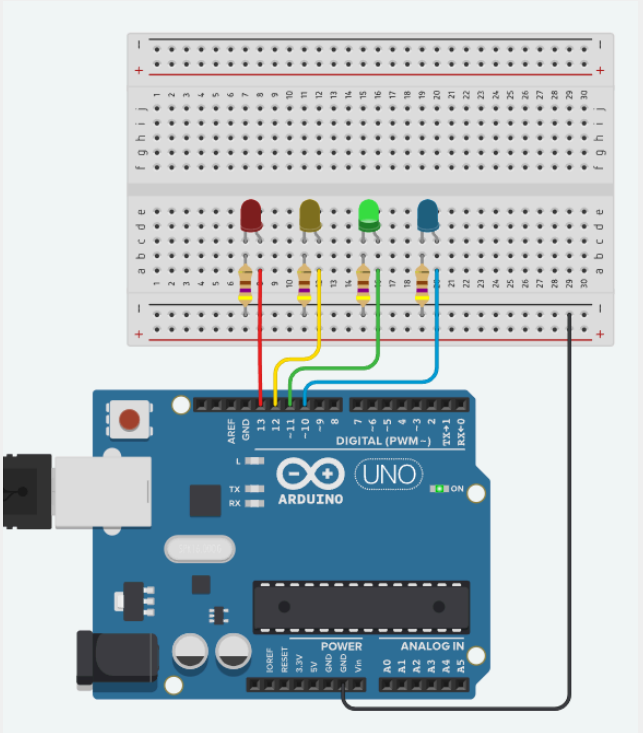
OR(1,0)



SOMA(1,0)



NOT(0)



AND(0,1)