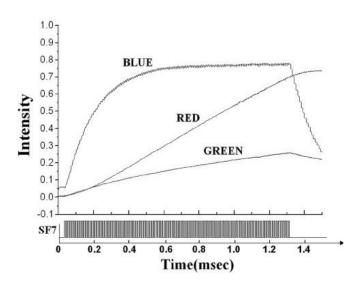
Architetture dei Sistemi di Elaborazione Delivery date: Friday 17/12 Laboratory Expected delivery of lab_09.zip must include: - zipped project folder of exercise 1 - this lab track completed and converted to pdf format.

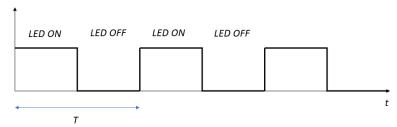
Exercise 1) Starting from the Exercise 1 of LAB 8, implement a system on the LANDTIGER board that displays the Fibonacci series on 8 LEDs. In this exercise, it is required from you to handle the <u>bouncing</u> and <u>debouncing</u> effects of the buttons.



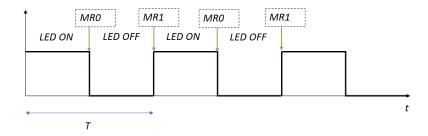
Exercise 2) Implement a system on the LANDTIGER board that can tune the brightness of an LED by making use of TIMERS. Dimming a LED is done by appropriately turning it ON and OFF. Usually, the maximum brightness (100% brightness) is achieved when it is ON for at least a period T period. Such T time value can be often found in the LED datasheet (when available). Please see an example, where also blue and green LEDs are considered, which shows a different behavior (non-linear).

For Landtiger red LEDs, the time to saturate should be in the order of few milliseconds; during this time the brightness increases almost linearly from no light to the maximum

luminescence. Therefore, to achieve a 50% brightness, for instance, the LED would have to be ON half of the time in each T period (as shown in the Figure below).



To solve the exercise, select one of the available LEDs, and use two Match Registers (MR0 and MR1) of TIMER 2 to synchronize the two phases. Specifically, it is necessary to set the two Match Registers so that, when TIMER 2 reaches MR0 the LED turns OFF; when the timer reaches the value held in MR1, the LED must light up. You are requested to experimentally determine the time interval T needed to reach the maximum brightness.



Extend the function the LED library to set up the values of MR0 and MR1 of TIMER 2 and to control the brightness of the LED. Fill in the table below with the **match register values** needed to achieve the required brightness.

Brightness [%]	MR0	MR1	Time ON	Time OFF
25				
50				
75				
100				

NOTE:

- 1. To use TIMER2 functionalities, you must extend the available libraries and create the appropriate functions.
- 2. To determine the brightness of a LED is quite difficult and require expensive machineries (as shown below). We suggest you perform just a visual comparison with a setup where a LED modulated while another is always on.
- 3. Among the challenges of brightness modulation, try to avoid the flickering effect due to excessive period with very low percentage duty cycle (the LED looks to blink).

