



Computer Technology I

Lab. 3 : Subroutines



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1 Task 1

[illegible]

```

    breq ring_counter ;if r18==r20 then go to ring_counter
    brne johnson_counter ;otherwise johnson_counter

;LED -> 0 == on and 1 == off
ring_counter:
    ldi r18, 0b11111110 ;We load 1111 1110 to r18
    call ring_loop

ring_loop:
    out PORTB, r18 ;We output r18 to PORTB, like that LED0 turns on
    call Delay ;We call the Delay
    com r18 ;we take the complement of r18. So here it would be
        0000 0001
    LSL r18 ;We do a Logical Shift Left, it shifts all bits to the
        left.
    ;So here we would get for the first r18 : 0000 0010
    com r18 ;we take the complement of r18, so we will get r18 =
        1111 1101

    ;Check if everything is off if true then go to ring counter to
        make infinite loop
    ldi r24,0xFF
    cp r24, r18 ;compare r24 with r18
    breq ring_counter ;if r24 == r18 go to ring_counter

;We check if we pressed SW0, if yes we go to Johnson_counter
    in r19, PINA
    cp r20,r19
    breq johnson_counter

    rjmp ring_loop ;we repeat the ring_loop

rjmp loop ; we go back at the beginning of the infinite loop

johnson_counter :
    ldi r19, 0b11111110 ;We load 1111 1110 to r19
    ldi r22, 0x00

johnson_loop:
    out PORTB, r19 ;We output r19 to PORTB, we turn the light LED0
    LSL r19 ; we do a logical shift left, so for the first one we
        will get
    ; r19 = 1111 1100
    call Delay
    cp r19, r22 ;we compare r19 with r22 to check if all LEDs are
        turned ON
    breq johnson ;if r19==r22 then go to johnson

;Check if PINA SW0 has been pressed if yes then it goes to ring counter
    in r18, PINA
    cp r20,r18
    breq ring_counter

    rjmp johnson_loop

rjmp loop ; we go back at the beginning of the infinite loop

;We do the reverse

```

```

johnson :
    out PORTB, r22 ;Output r22 to PORTB, so all LEDs are turned ON
    ldi r22, 0b11111111 ;Load 1111 1111 to r22
    call Delay
    ldi r19,0b10000000 ; Load 1000 0000 to r19

    more_john :
        out PORTB, r19 ;Ouput r19 to PORTB, so LED7 is OFF and
            everything else is ON
        ASR r19 ;We do an Arithmetic Shift Right, it shifts all
            bits to the Right
        ;So for the first one it will be r19 = 1100 0000
        call Delay
        cp r19, r22 ;compare r19 and r22
        breq johnson_counter ; if r19 == r22 go to
            johnson_counter to repeat the process

;Check if PINA SW0 has been pressed if yes then it goes to ring counter
    in r18, PINA
    cp r20,r18
    breq ring_counter

    rjmp more_john

Delay :
; Generated by delay loop calculator
; at http://www.bretmulvey.com/avrdelay.html

    ldi r21, 5
    ldi r23, 20
    ldi r24, 175
L1: dec r24
    brne L1
    dec r23
    brne L1
    dec r21
    brne L1
    ret

```

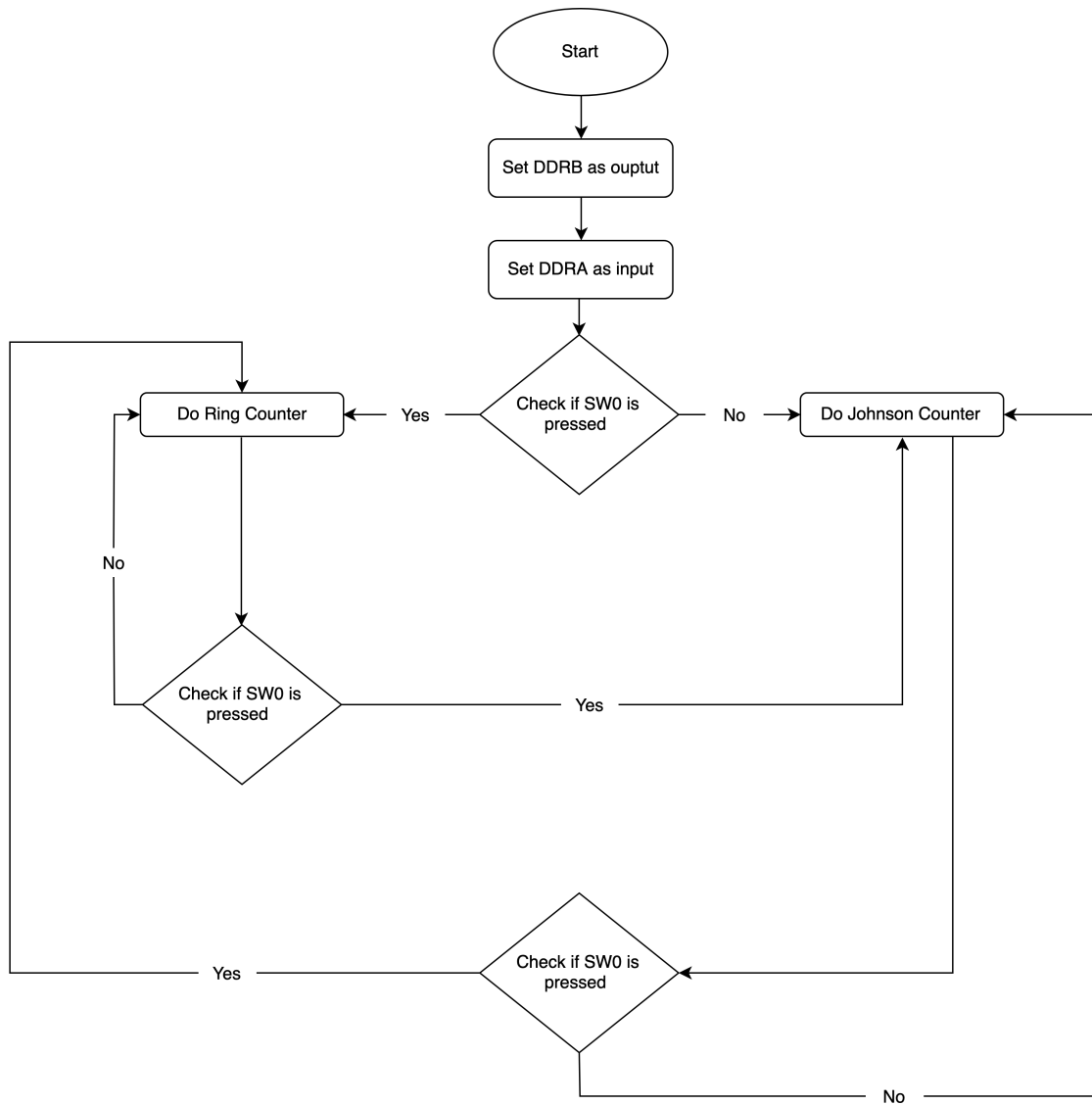


Figure 1: Task 1 flowchart

2 Task 2

[illegible]

```

rjmp loop ;otherwise jump back to loop and repeat it until it is true (
    SW0 pressed)

listening_loop :
    inc r20 ;we increment r20 by 1
    cpi r20, 7 ;cpi allows us to compare constant numbers.
    ;so here compare r20 to 7
    breq reset ;if r20 == 7 we go to reset
    ;this part allow us to check if SW0 is still pressed or not.
    ;if PINA is still pressed, we stay in this loop and r20 gets +1
    ;if it is not pressed anymore, so we released the button we go
        to random
    in r19, PINA ;we put PINA data into r19
    cp r16,r19 ;we compare r16 (0b1111 1111) and r19
    breq random ; if r16 == r19 we go to random
rjmp listening_loop ;jump back to listening_loop if button SW0 not
    released

reset :
    ldi r20, 1 ;we set back r10 to 1 when r20 reaches 7
    rjmp loop ;and we jump back to the beginning loop

random :
;this part allows us to do the random process. Meaning, we check the
    constant
;If the Constant r20 is equal to the corresponding number
; it will go to another section of the program

    cpi r20, 1 ;we compare the constant r19 to check if r20 == 1
    breq number_one ;if yes we go to number_one
    cpi r20, 2
    breq number_two
    cpi r20, 3
    breq number_three
    cpi r20, 4
    breq number_four
    cpi r20, 5
    breq number_five
    cpi r20, 6
    breq number_six

number_one:
    ldi r22, 0b11111101 ;we load 0b1111 1101 to r22
    out PORTB, r22 ;we turn on the light LED 2
    rjmp loop ;we turn on the light and we go back to the loop and
        wait
    ;we wait for another SW0 pressed

number_two:
    ldi r22, 0b10111101
    out PORTB, r22
rjmp loop
number_three:
    ldi r22, 0b10101011
    out PORTB, r22
rjmp loop
number_four:

```



```
        ldi r22, 0b00111001
        out PORTB, r22
rjmp loop
number_five:
        ldi r22, 0b00101001
        out PORTB, r22
rjmp loop
number_six:
        ldi r22, 0b00010001
        out PORTB, r22
rjmp loop
```

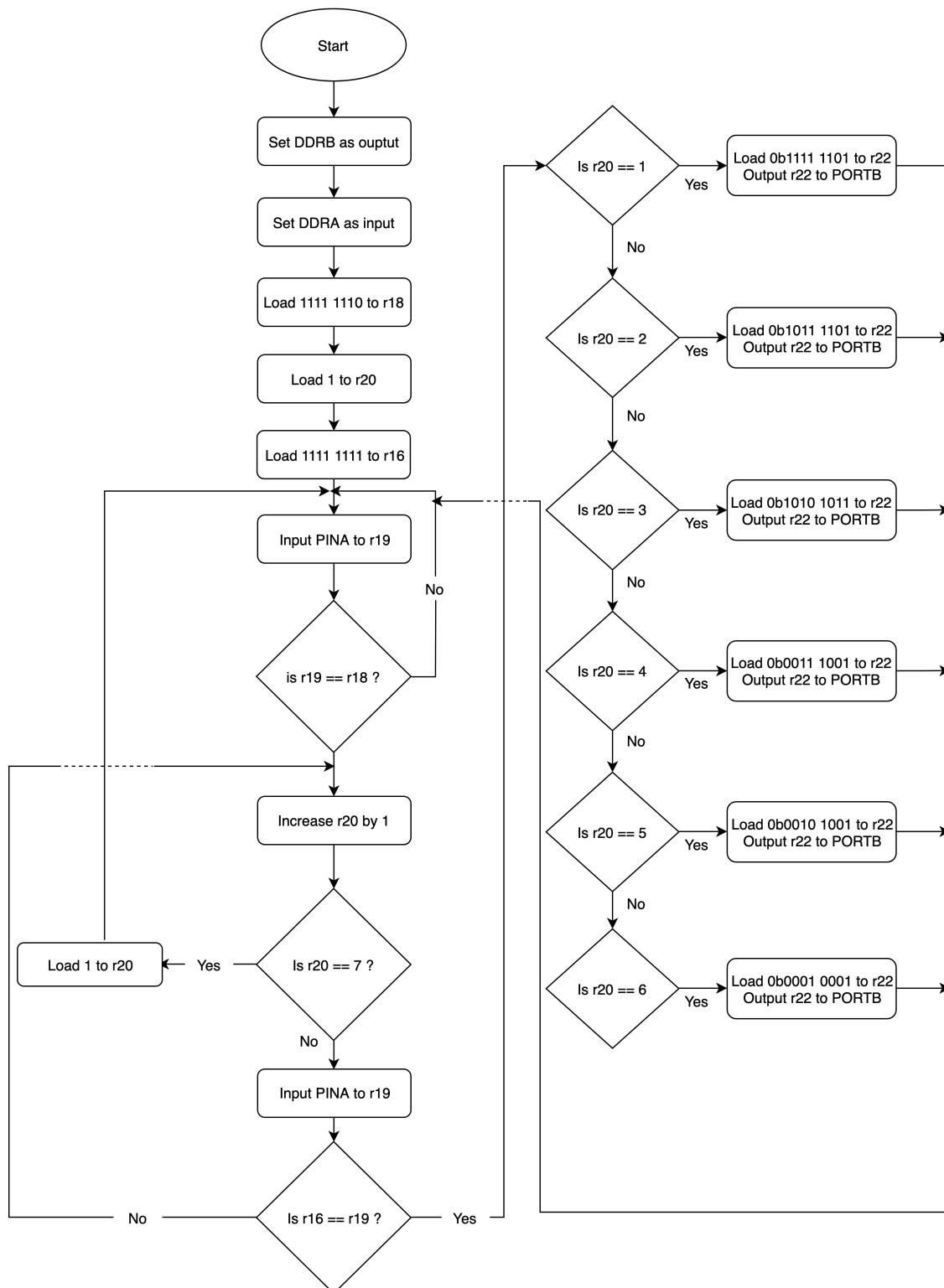


Figure 2: Task 2 flowchart

3 Task 3

[illegible]

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mov r21, r18 ; we copy r18 to r21
com r21 ; we put the reverse of what was in r21.

;0 becomes 1 and 1 becomes 0. We put the complement of r21
;So here, r21 will become 0b1111 1110
;we display the binary value. When LEDs are turned on it means
1
;When LED is not turned on it means 0.
;For example when we press, we count 1 and its binary value is
: 0000 0001
;We reverse it and we get 1111 1110. Which means we turn on the
light at LED1
;In LED logic, 0 means light on and 1 means light off.
;When light is on (0 for LED logic) for us it will mean 1.
;When light is off (1 for LED logic) for us it will mean 0.

out PORTB, r21 ;we output r21 in PORTB to turn the correct LED
position

counting_loop :

    in r20, PINA ; we take the data of PINA and put it in
    r20
    cp r20, r23 ; we compare r20 with r23

    breq whatever ;if r20 == r23 we go to whatever

    rjmp counting_loop ;else we go back to the beginning of
    that loop

whatever :
    inc r18 ;we increment r18 by 1
    mov r21, r18 ;we copy r18 to r21
    com r21 ; we put the reverse of what was in r21.

    out PORTB, r21 ;we output it in PORTB

    rjmp loop ;we start over, from the beginning

```

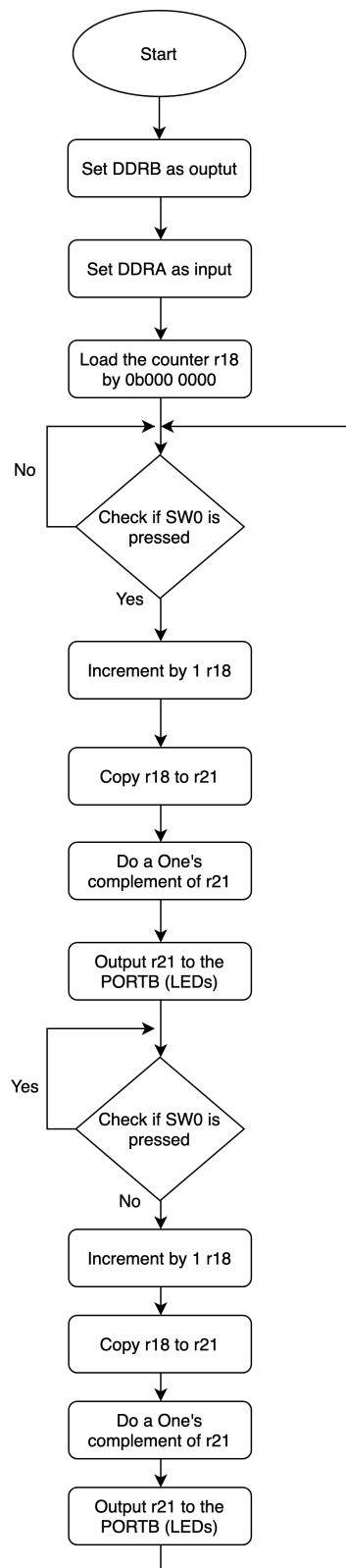


Figure 3: Task 3 flowchart

4 Task 4

[illegible]

```

cp r21, r18
breq ring_counter
rjmp ring_loop

```

Delay :

```

; r25:r24 is a 16 bit register and so can have 65,536 different
; numbers, it can count 256 times longer than with an 8 bit
; register only.

```

```

;The lower byte of the 16-bit-address is located in the lower
; register, the higher byte in the upper register. Both parts
; have their own names, e.g. the higher byte of Z is named
; ZH (=R31), the lower Byte is ZL (=R30).

```

```

;These names are defined in the standard header file for the
; chips. Dividing these 16-bit-pointer-names into two
; different bytes is done like follows:

```

```

ldi r25, HIGH(nbrExecution) ; We load the Most Significant Bit
; register with the upper byte from the address nbrExecution
ldi r24, LOW(nbrExecution) ; We set the Least Significant Bit
; register with the lower byte from the address nbrExecution

```

wait_milliseconds :

```

rcall sub_delay ;we call the sub_delay that contains 1
; ms that is going to be repeated 1000 times to do 1s
sbiw r24, 1 ; By doing that we subtract 1 from the
; register pair r25:r24
;We decrease the double register value by 1
;The instruction "SBIW R24,1" decreases the register
; pair word-wise. That means that whenever the LSB (
; Least Significant Bit r24) underflows, the MSB (Most
; Significant Bit r25) is also automatically reduced
; by 1.
brne wait_milliseconds ; if not zero start loop again,
; if zero continue

```

sub_delay :

```

; Generated by delay loop calculator
; at http://www.bretmulvey.com/avrdelay.html
;
; Delay 2 000 cycles
; 500us at 4.0 MHz

```

```

        ldi r17, 3
        ldi r19, 152
L1: dec r19
    brne L1
    dec r17
    brne L1
    nop
    ret

```

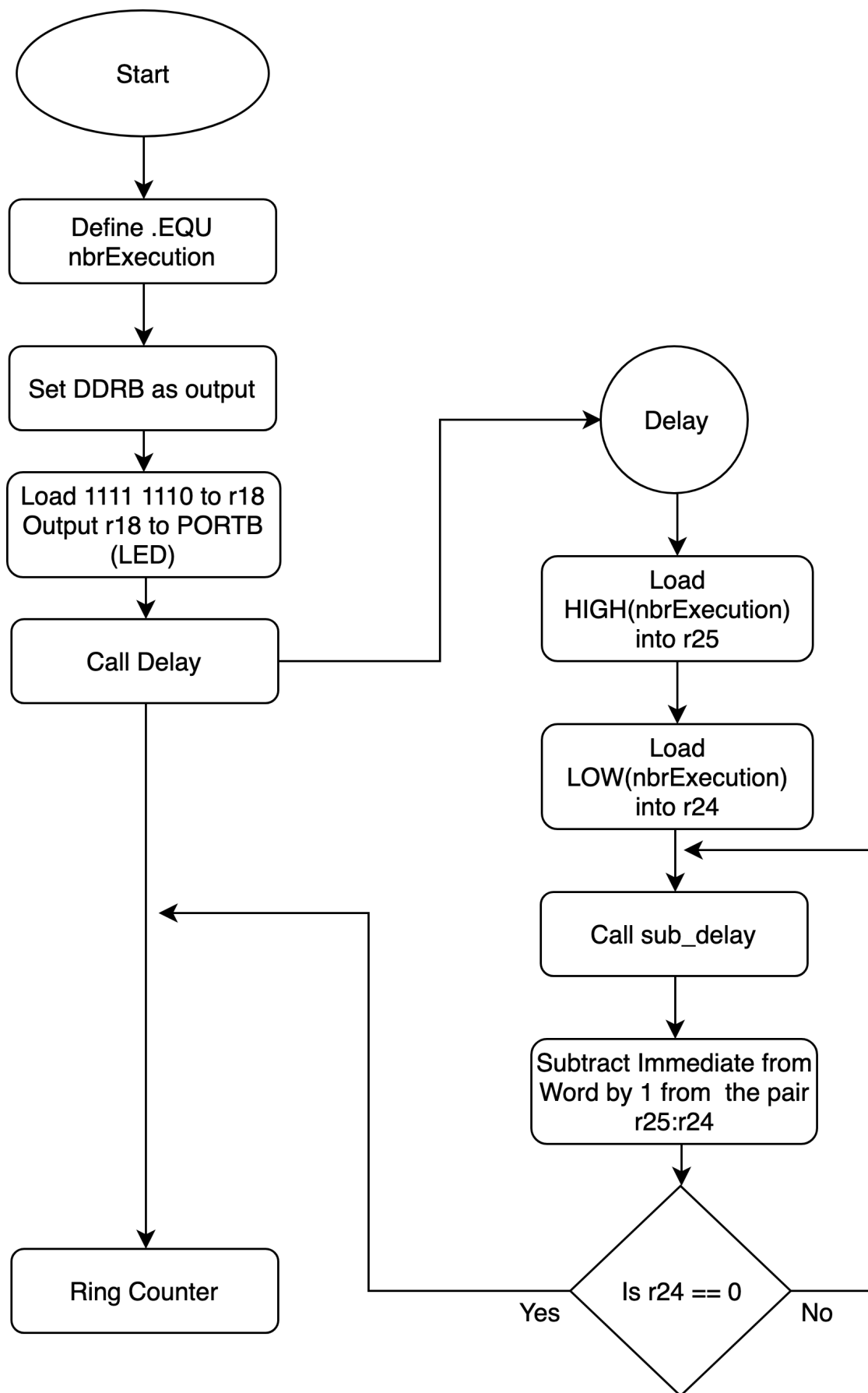


Figure 4: Task 4 flowchart