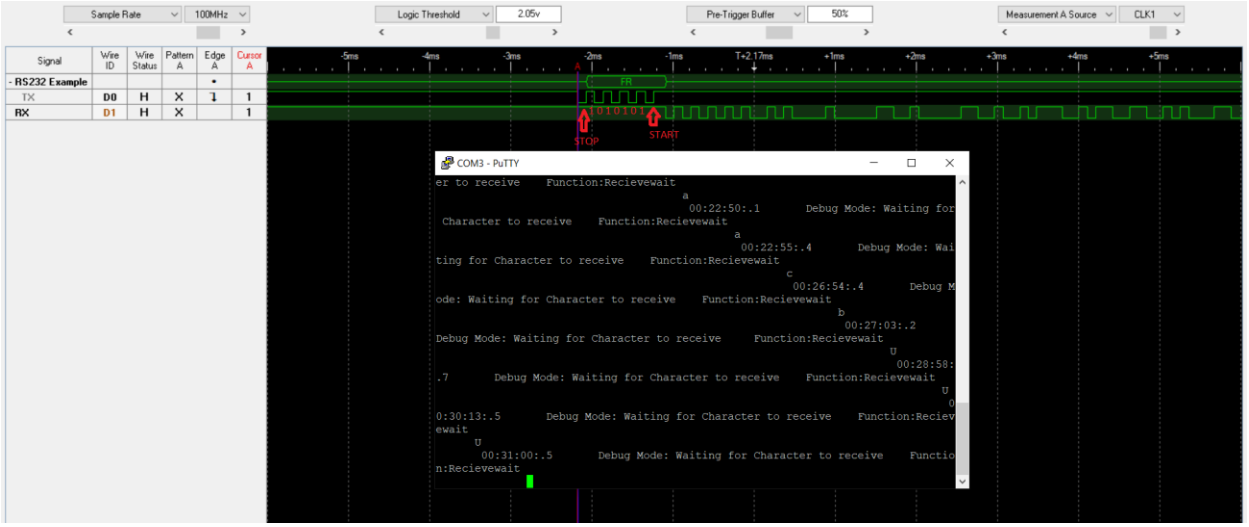
# UART SCREENSHOTS & THEIR INTERPRETATION

UART stands for Universal Asynchronous Receiver/Transmitter. It's not a communication protocol like SPI and I2C, but a physical circuit in a microcontroller, or a stand-alone IC. A UART's main purpose is to transmit and receive serial data. The UART that is going to transmit data receives the data from a data bus. The data bus is used to send data to the UART by another device like a CPU, memory, or microcontroller. Data is transferred from the data bus to the transmitting UART in parallel form. After the transmitting UART gets the parallel data from the data bus, it adds a start bit, a parity bit, and a stop bit, creating the data packet. Next, the data packet is output serially, bit by bit at the Tx pin. The receiving UART reads the data packet bit by bit at its Rx pin. The receiving UART then converts the data back into parallel form and removes the start bit, parity bit, and stop bits. Finally, the receiving UART transfers the data packet in parallel to the data bus on the receiving end.

(Reference: http://www.circuitbasics.com/basics-uart-communication/)

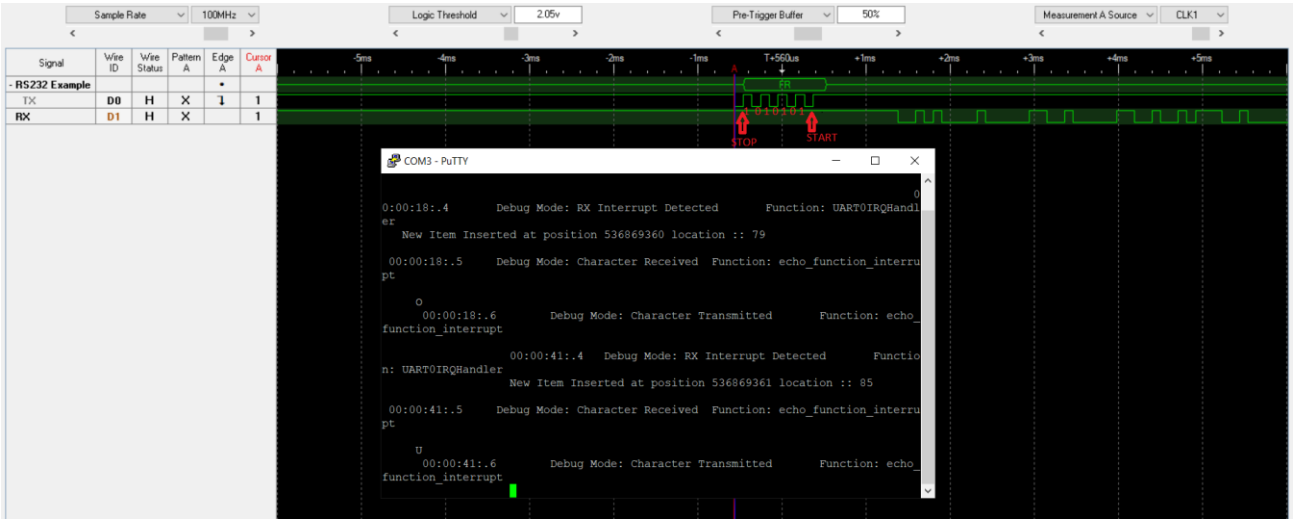
Attached below are the screenshots of UART based communication in polling and interrupt modes.

1) Transmission of Character ‘U’ in Polling Mode



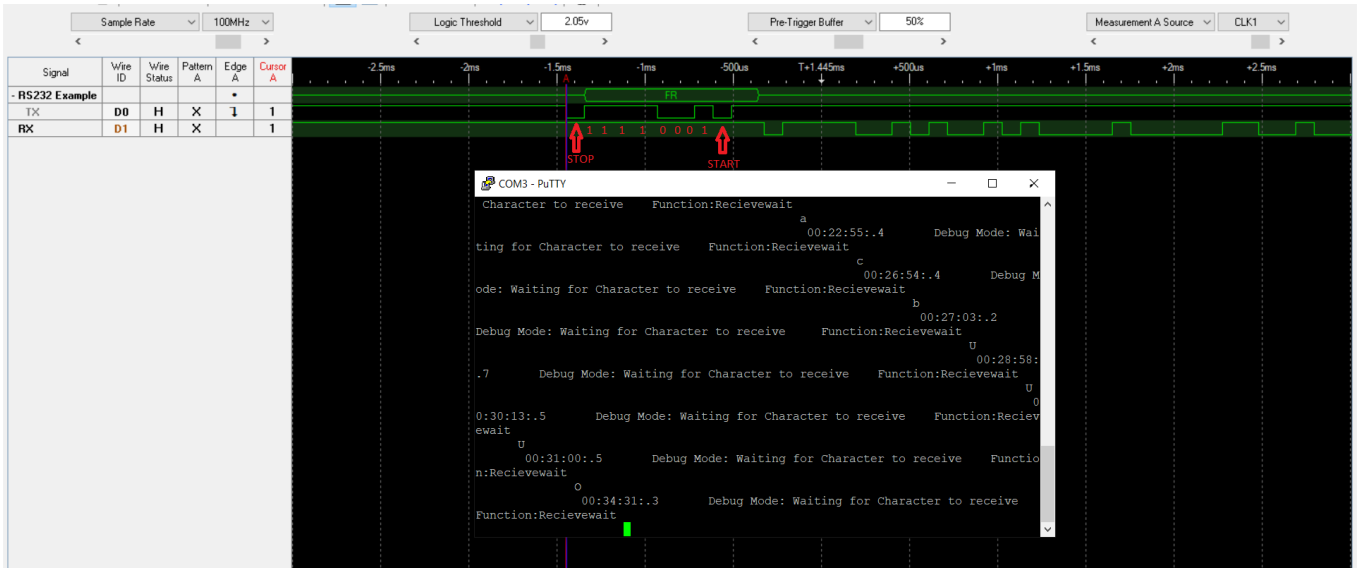

ASCII value of Character ‘U’ is 85 in decimal which is equivalent to 10101010 which can be observed in the pulse with start and stop bits.

2) Transmission of Character ‘U’ in Interrupt Mode




ASCII value of Character ‘U’ is 85 in decimal which is equivalent to 10101010 which can be observed in the pulse with start and stop bits. This data is sent in interrupt mode.

3) Transmission of Character ‘O’ in Polling Mode




ASCII value of Character ‘O’ is 79 in decimal which is equivalent to 1001111 which can be observed in the pulse.