

TERRAN BLAKE // LAB 6 // ECE 241

Number of encoder counts per revolution: 120

Number of encoder counts per detent: 4

```
unsigned int encoderPos = 0;
unsigned long currentTime = 0;
unsigned long timer = 0;                                     //integer for button pin

enum ButtonState {Idle, Wait, Low};

ButtonState currentState;

int NextState(int input) {
    switch (currentState) {

        case Idle:
            if ( input == LOW) {
                timer = millis();
                currentState = Wait;
            }
            break;

        case Wait:
            if ( input == HIGH) {
                currentState = Idle;
            } else if (millis() - timer >= 5) {
                currentState = Low;
                return 1;
            }
            break;

        case Low:
            if ( input == HIGH) {
                currentState = Idle;
            }
            break;
    }
    return 0;
}

void setup() {
    //Lcd setup
```

```

Serial.begin(9600);

currentState = Idle;
currentTime = millis();

//Pin Assignments
pinMode(2, INPUT);
pinMode(3, INPUT);
pinMode(4, INPUT);

// encoder pin on interrupt 0 (pin 2)
attachInterrupt(0, MonitorA, CHANGE);
// encoder pin on interrupt 1 (pin 3)
attachInterrupt(1, MonitorB, CHANGE);
}

void loop() {

  if (NextState( digitalRead(4))) {
    encoderPos--;
    Serial.println(encoderPos);

  }

  if(millis() - currentTime >= 100) {
    currentTime = millis();
    Serial.println(encoderPos);

  }

}

// Interrupt on A changing state
void MonitorA() {

  if (digitalRead(2) == digitalRead(3)) {
    encoderPos--;

  } else {
    encoderPos++;

  }

}

```

```
}
```

```
// Interrupt on B changing state
```

```
void MonitorB() {
```

```
    if (digitalRead(2) == digitalRead(3)) {  
        encoderPos++;
```

```
    } else {  
        encoderPos--;
```

```
    }
```

```
}
```