**RESET LOGIC**

**CK: CLOCK  
CKSEL: CLOCK SELECTION  
BODLEVEL: BROWN-OUT DETECTOR  
SUT: SYSTEM UNDER TEST**

**RSTDISBL: RESET DISABLE  
  
POWER-ON RESET:**  Microcontroller or microprocessor peripheral that generates a reset signal when power is applied to the device. **PORF: POWER-ON RESET FLAG** (This bit is set if a power-on reset occurs. The bit is reset only by writing a logic zero to the flag.)  
 **BROWN-OUT RESET:** Protection circuit which detects when the supply voltage goes below this level and puts the device into a reset.  
**BORF: BROWN-OUT RESET FLAG** (This bit is set if a brown-out reset occurs. The bit is reset by a *power-on* reset, or by writing a logic zero to the flag.)  
  
**EXTERNAL RESET FLAG:** press the momentary push button mounted to the top of the board, and your Arduino will reset.  
**EXTRF: EXTERNAL RESET FLAG** (This bit is set if an external reset occurs. The bit is reset by a *power-on* reset, or by writing a logic zero to the flag.)  
  
**WATCHDOG RESET:** Cuando el Watchdog se desborde, generará un corto pulso de Reset   
**WDRF: WATCHDOG SYSTEM RESET FLAG** (This bit is set if a watchdog system reset occurs. The bit is reset by a *power-on* reset, or by writing a logic zero to the flag.)

**DATA BUS:** Distributes and manages real-time data in intelligent distributed systems. Simplifies application and integration logic with a powerful data-centric paradigm**.  
MCU STATUS REGISTER:** Provides information on which reset source caused an MCU reset. **PULL-UP RESISTOR:** Resistor used to ensure a known state for a signal. **WATCHDOG OSCILLATOR:** Detects the absence of input clock transitions.  
**CLOCK GENERATOR:** Electronic oscillator that produces a clock signal for use in synchronizing a circuit's operation.  
**SPIKE FILTER:** suppresses extreme changes in measured variable values, small input changes are passed through without modification.  
**DELAY COUNTER:**A counter which inserts a time delay in a sequence of events.  
**COUNTER RESET:** Creates or resets one or more CSS (Cascading Style Sheets) counters.  
**THRESHOLD:** Variable that signals there is a pulse and if a value is HIGH or LOW. Value of the threshold can be adjusted. (Decreasing the Threshold increases the sensitivity. Increasing the Threshold decreases the sensitivity.)  
