

Pic you have to set + 1 b/c LED #3 start at one instead of 0

Window → Debugging → variable

Case 12 : LED code

delay ms() [Millisecond]

1 MHz CPU

$$262.14 \text{ ms} / f_{\text{CPU}}$$

f_{CPU} is how fast i.e. 4 MHz

$$262.14 / 4 = 65.535 \text{ ms}$$

delay us() microsecond

AVR chips require

- 03 or 03

F_{CPU}

4 MHz

=

9000 000 UL

← unsigned long

Pic 24

← Clock number

FCY

No reset stopwatch

• Interrupt service Routine.

• Used to generate the period.

AT91 requires 4 timer to generate

BCR1A

TCCR1A = 0;

TCCR1B |= 1 << MGM12 | 1 << CS12

TIMSK1 |= 1 << OCIF1A

Also receive a bool if the system interrupt is being fired

① Cheat sheet (1 pages)

- Homework Questions

- Calculation

- Coding

- Design

- Concepts

} Pictures (Diagrams)



No calculator required

Leave into full answer

$t = 0.0001 = 0.1\%$

Tuesday

- Definition for embedded system

Slide #

(4)

(6)

(9)

(11)

- 3 characteristics



into design

- Calculating period

- Challenges in development
 - what they refer to

- System stack

- Developmental systems

- Software development

process & tools

cross compiler
development
debugging

- Different levels of programming languages

- What is cross compiler / compilation
GCC [The options]

- PIC and AVR Libraries
peripherals & others

* X No STAGS *

No Hardware term

Lecture 3 slides

- Software terms (every step)
 - Might get schematics
 - CPU Model (10 Pin's)
 - How to do software reset code
 - CPU Clock
 - ↳ Clock selection
 - ↳ Diagram Formula
 - ↳ Requirement on clock
- } Need to find value to put in register.
i.e. Register has 10 or 2
- Lecture 04
 - Von Neuman vs Harvard

- /0 Architecture

Part 6 vs Memory 10

- Memory structure picture (what's in the memory)

- Output (Atmega 128)

↳ writing code for 10 pins
(example code in homework)

• Delay function → create code for the number of seconds

• Interrupt reference code [Missing parts to complete code]

Prog 1

• Assembly vs C

• Register structure

• key registers

• Data memory layout

• code memory layout

} Assembly

Prog 2

• Variables, operators, macros, etc.

Explicit int type [Slides 1-19]