

Embedded System

DSE

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Practical No. 1

AIM - Program for 16 bit addition.

Code:-

```
LDI R16, $08
LDI R17, $02
LDI R18, $05
LDI R19, $01
LDI R21, $00
ADD R16, R18
BRSH L1
INC R21
L1: ADD R17, R19
    ADD R17, R21
```

Output:-

Watch z	
Name	Value
 R16	13
 R17	3

R14	0x00
R15	0x00
R16	0x0D
R17	0x03
R18	0x05
R19	0x01
R20	0x00
R21	0x00

Practical No. 2

AIM-Program for 16 bit Subtraction.

Code:-

```
LDI R16,$08
LDI R17,$02
LDI R18,$05
LDI R19,$01
LDI R21,$00
SUB R16,R18
BRSH L1
INC R21
L1: SUB R17,R19
ADD R17,R21
```

Output:-

Watch 2			▼	🔍	✕
Name	Value	Type			
R16	3	byte[reg]			
R17	1	byte[reg]			

R14	0x00
R15	0x00
R16	0x03
R17	0x01
R18	0x05
R19	0x01
R20	0x00

Practical No. 3

Aim- Program for Multi Byte Addition.

Code:-

```
LDI R16,$12
LDI R17,$04
LDI R18,$0A
LDI R19,$08
LDI R20,$07
LDI R21,$00
ADD R16,R17
BRSH L1
INC R21
L1: ADD R16,R18
BRSH L2
INC R21
L2: ADD R16,R19
BRSH L3
INC R21
L3: ADD R16,R20
BRSH L4
INC R21
L4:/// end
```

Output:-

Watch 2	
Name	Value
R16	47
R21	0

R15	0x00
R16	0x2F
R17	0x04
R18	0x0A
R19	0x08
R20	0x07
R21	0x00

Practical No. 4

AIM- Program for Multi Byte Subtraction.

Code:-

```
LDI R16,$12
LDI R17,$04
LDI R18,$0A
LDI R19,$08
LDI R20,$07
LDI R21,$00
sub R16,R17
BRSH L1
INC R21
L1: sub R16,R18
BRSH L2
INC R21
L2: sub R16,R19
BRSH L3
INC R21
L3: sub R16,R20
BRSH L4
INC R21
L4:/// end
```

Output:-

Watch 2	
Name	Value
R16	245
R21	1

Name	Value	
Program Counter	0x00000000	
Stack Pointer	0x00000000	
X Register	0x0000	
Y Register	0x0000	
Z Register	0x0000	
Status Register	<input type="checkbox"/> I <input type="checkbox"/> T <input type="checkbox"/> H <input checked="" type="checkbox"/> S <input checked="" type="checkbox"/> V <input checked="" type="checkbox"/> N <input type="checkbox"/> Z <input type="checkbox"/> C	
Cycle Counter	16384	
Frequency	1.000 MHz	
Stop Watch	16,384.00 μ s	

⊕ Registers

R16	0xF5
R17	0x04
R18	0x0A
R19	0x08
R20	0x07
R21	0x01
R22	0x00

Practical No. 5

Aim- Program for Multiply two 8-bit numbers and store the 16 bit result in memory.

Code:-

```
LDI R16,$04
LDI R17,$05
MOV R20,R16
DEC R17
L1:ADD R16,R20
DEC R17
BRNE L1
STS 0x300,R17
```

Output:-

Watch 1			Memory 1	
Name	Value	Type	Memory:	0x0,prog
R16	20	byte[reg]	prog 0x02BF	ff fi
0x300	768	dword	prog 0x02D2	ff fi
			prog 0x02E5	ff fi
			prog 0x02F8	ff fi
			prog 0x030B	ff fi
			prog 0x031E	ff fi
			prog 0x0331	ff fi
			prog 0x0344	ff fi

Practical No. 6

AIM- Program for Divide a 16 bit number by 8 bit number and store the quotient and remainder in two consecutive memory location.

Code:-

```
LDI R16,0x0a
LDI R17,0x00
LDI R18,0x04
LDI R19,0x00
LDI R20,0x00
L1:ADD R17,R18
MOV R20,R16
SUB R20,R17
BRMI result
INC R19
BRNE L1
STS 0x300,R22
BREQ over
RESULT:SUB R17,R18
MOV R21,R17
SUB R16,R21
MOV R20, R16
STS 0x300,R19
STS 0x301,R20
OVER:
```

Name	Value
R13	0x00
R14	0x00
R15	0x00
R16	0x02
R17	0x08
R18	0x04
R19	0x02
R20	0x02
R21	0x08
R22	0x00
R23	0x00
R24	0x00
R25	0x00
R26	0x00

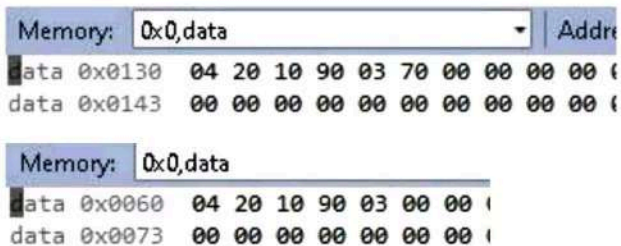
Practical 7

AIM:- Program to transfer a block of data.

Code:-

```
LDI R16,5    LDI
XL,0X30      LDI
XH,0X01      LDI
YL,0X60      LDI
YH,0X00      L1: LD
R20,X+       ST
Y+,R20       DEC R16
BRNE L1
```

Output: -



The screenshot displays two memory dump windows. The top window shows memory addresses 0x0130 to 0x0143, with data at 0x0130 being 04 20 10 90 03 70 00 00 00 00. The bottom window shows memory addresses 0x0060 to 0x0073, with data at 0x0060 being 04 20 10 90 03 00 00 00. Both windows have a 'Memory:' dropdown set to '0x0,data'.

Memory:	0x0,data	Address
data 0x0130	04 20 10 90 03 70 00 00 00 00	
data 0x0143	00 00 00 00 00 00 00 00 00 00	

Memory:	0x0,data	Address
data 0x0060	04 20 10 90 03 00 00 00	
data 0x0073	00 00 00 00 00 00 00 00	

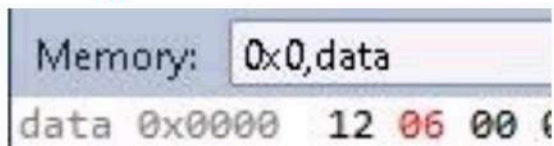
Practical No. 8

AIM:- Program to find the number of zeros in the 8 bit data.

Code:-

```
LDS R17,0X0000
LDI R18,0 LDI
R20,0X08 LDI
R19,8 L1:ROR
R17 BRSH L2
INC R18 L2:DEC
R19 BRNE L1
SUB R20,R18
MOV R18,R20
STS 0X0001,R18
```

Output: -



Memory: 0x0,data
data 0x0000 12 06 00 00

Practical No. 9

AIM:- Program that finds the position of the first high in an 8-bit data. The data is scanned from D7 to D0.

Code:-

```
CLC
LDI R16, 0
LDI R24, 23
LDI R17, 8
INC R16
LOOP:   ROL
        R24
BRCC ENDLOOP
INC R16
ENDLOOP: DEC
        R17
BRNE LOOP
```

Output: -

Variable	Value
r24	11
R16	5
R16	5
R20	0
r17	0
r	Unknown identifier

Practical No. 10

AIM:- Program to search a given number in a given list of 10 numbers.

Code:-

```
LDI R17,10
LDI XL,0X30
LDI XH,0X00
LDI R16,3
L1:LD R18,X
CP R18,R16
BREQ L2
    INC XL
DEC R17    BRNE
L1
L2:MOV R20,XL
MOV R21,XH
```

Output: -

data 0x0030	23 11 25 83 78 03 56 10 34 77 00 0
data 0x0043	00 00 00 00 00 00 00 00 00 00 00 0
data 0x0056	00 00 00 00 00 00 00 00 00 00 00 0

Program Counter	0x00000000
Stack Pointer	0x00000000
X Register	0x0035
Y Register	0x0000

R19	0x00
R20	0x35
R21	0x00
R22	0x00

Practical No. 11

Aim Program to generate first ten terms of Fibonacci series.

Code:-

```
LDI R24,8   LDI
R17,1   LDI
XL,0X00   LDI
XH,0X00   LDI
R16,0X00   ST
X+,R16   INC R16
ST X+,R16   ST
X+,R16   L1: MOV
R21,R16   ADD
R16,R17   ST
X+,R16   MOV
R17,R21   DEC R24
BRNE L1
```

Output: -

Memory:	0x0,data	Address:	0x0
data 0x0000	00 01 01 02 03 05 08 0d 15 22 37 00 0		
data 0x0013	00 00 22 00 00 00 00 0b 00 00 00 00 0		
data 0x0026	00 00 00 00 00 20 00 00 00 00 00 00 0		

Practical No. 12

Aim write a program to monitor the PB7 bit. When it is LOW , send \$55 and \$AA to Port C continuously.

Program

```
cbi DDRB,7 ldi
R16,0xff out
DDRC,R16 ldi
R17,$55 ldi
R18,$AA ldi
R23,0 11: in
R20,PINB
sbrs R20,7
rjmp 12
dec R23 brne
11

12: out PORTC,R17
out PORTC,R18
dec R23 brne 11
```

Output: -

```
lata 0x0022 fe ff 00 00 00
lata 0x0035 55 00 00 3f 00
lata 0x0048 00 00 00 00 00
lata 0x005B 00 00 00 00 00
```

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Sub. - Embedded system

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Practical 1

Aim - Flashing on Board LED(Uno) at an observable rate.

Apparatus Required –

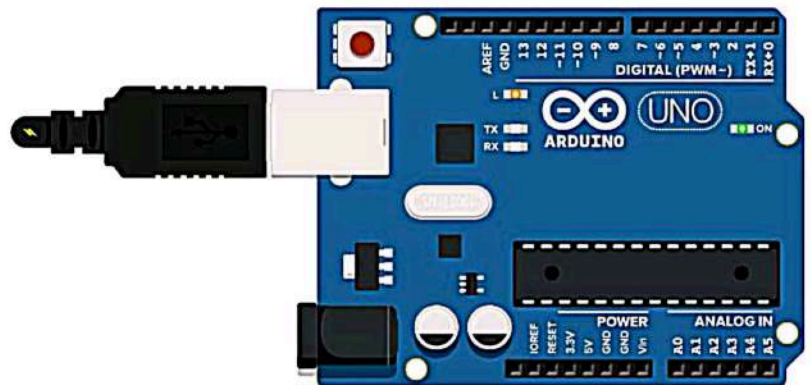
Arduino uno.



Code -

```
void setup()
{
    pinMode(LED_BUILTIN,
    OUTPUT);
}

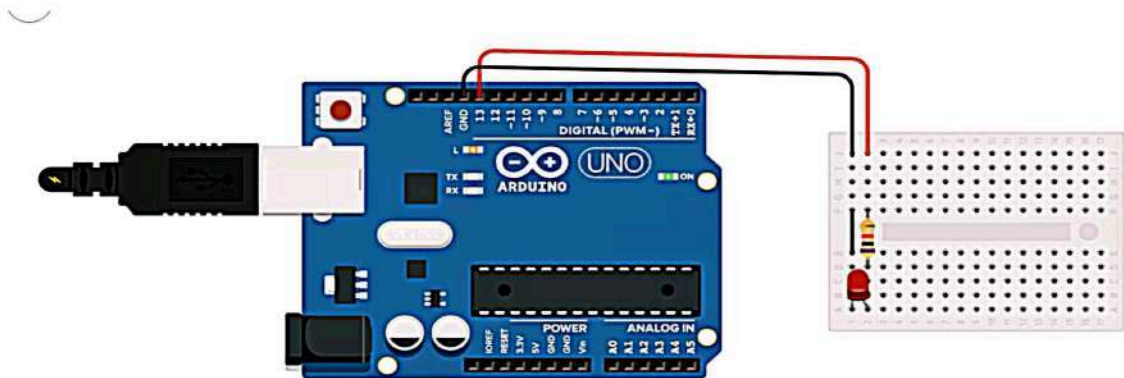
void loop()
{
    digitalWrite(LED_BUILTIN,HIGH);
    delay(2000);
    digitalWrite(LED_BUILTIN, LOW);
    delay(2000);
}
```



Practical 2

Aim: Hello LED-Flash LED at a rate such that the LED appears always on. Estimate the onset of the rate when the LED appears to stay on.

Circuit:



Code:

```
void setup()
{
  pinMode(13,OUTPUT);
}

void loop()
{
  digitalWrite(13,HIGH);
  delay(10);
  digitalWrite(13,LOW);
  delay(10);
}

}

void loop()
{
  int soundsens=analogRead(soundpin);
  if (soundsens>=threshold)
  {
    digitalWrite(ledpin,HIGH); //turns led on
    Serial.println(soundsens);
    delay(100);
  }
  else
  {
    digitalWrite(ledpin,LOW);
  }
}
```

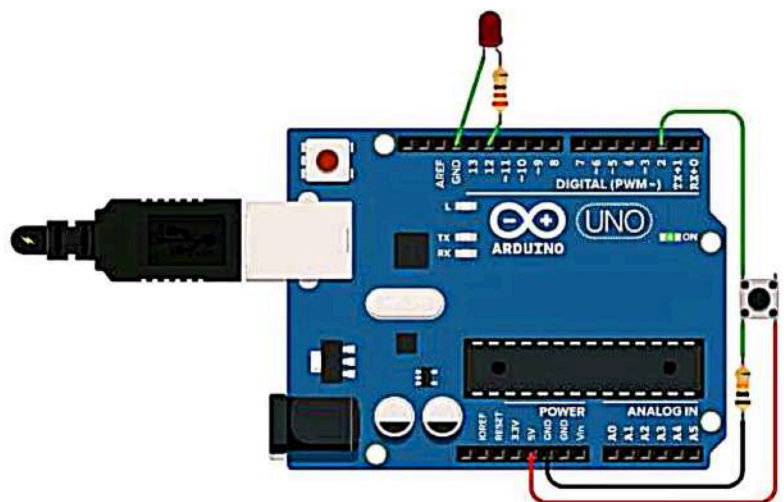
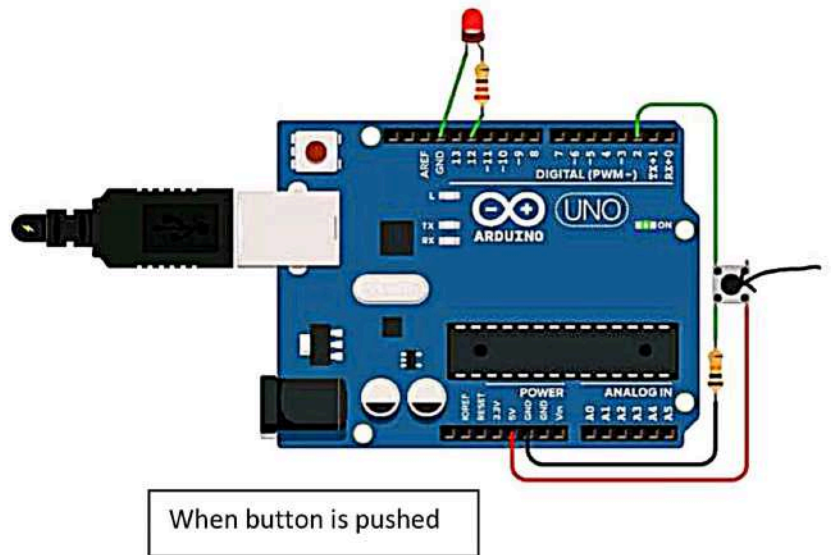
Practical 3

Aim - ON/OFF external LED with push button switch.

Apparatus Required – Arduino uno, LED, 220 ohm and 10k ohm resistor, push button, wires.

Code -

```
int buttonState = 0;
void setup()
{
  pinMode(2, INPUT);
  pinMode(12, OUTPUT);
}
void loop()
{
  buttonState = digitalRead(2);
  if (buttonState == HIGH) {
    digitalWrite(12, HIGH);
  } else {
    digitalWrite(12, LOW);
  }
  delay(10);
}
```



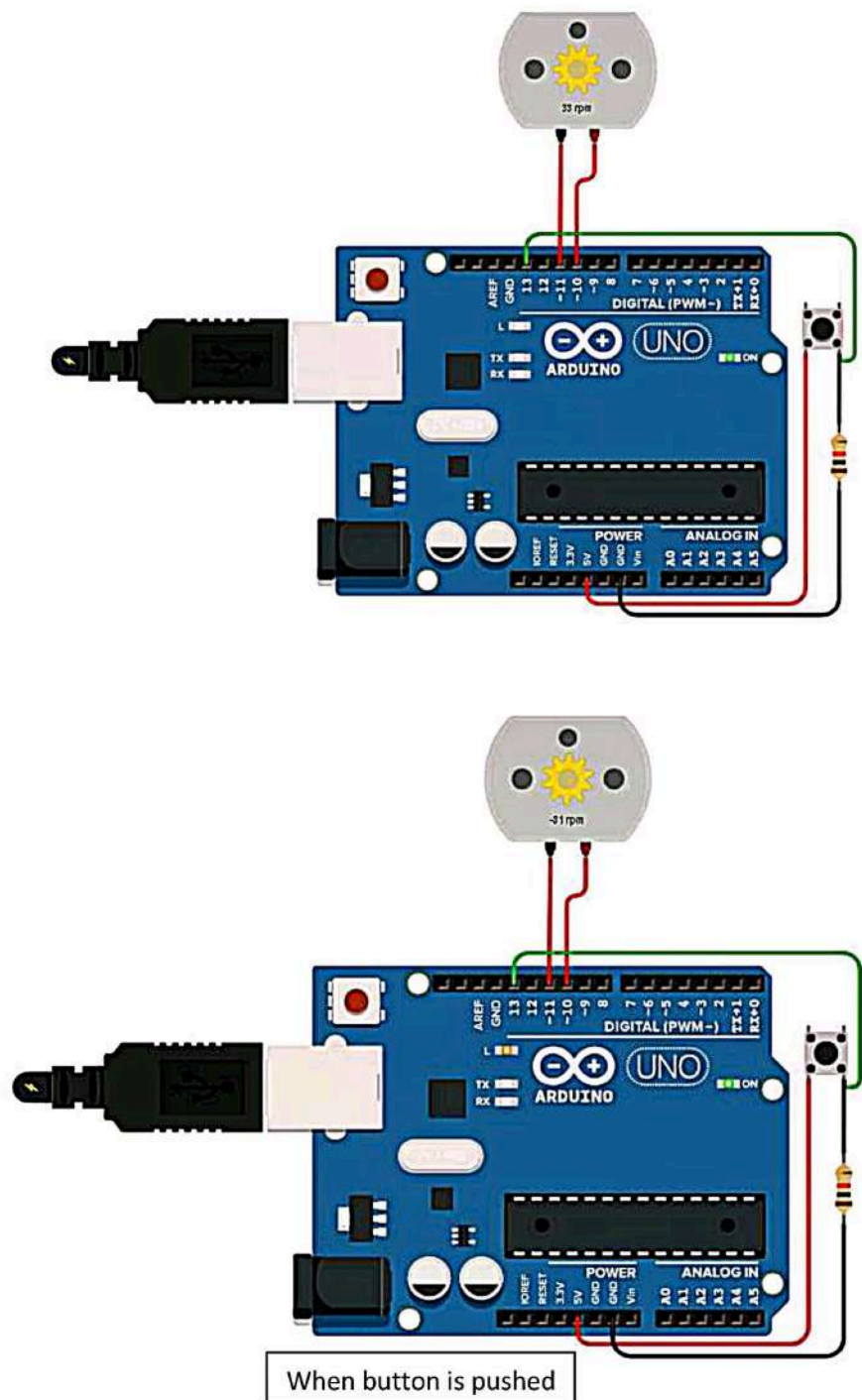
Practical 4

Aim - Interfacing of DC Geared Motor.

Apparatus Required – Arduino uno, DC motor, push button, resistor, wires.

Code -

```
int button = 0;
void setup()
{
  pinMode(13, INPUT);
  pinMode(10, OUTPUT);
  pinMode(11, OUTPUT);
}
void loop()
{
  button = digitalRead(13);
  if(button == HIGH)
  {
    analogWrite(11,2);
    analogWrite(10,0);
  }
  else
  {
    analogWrite(11,0);
    analogWrite(10,2);
  }
  delay(20);
}
```



Practical 5

Aim - Interfacing of Stepper Motor.

Apparatus Required – Arduino uno, Stepper motor, wires.

Code –

```
#include <Stepper.h>
```

```
const int stepsPerRevolution = 200;
```

```
Stepper myStepper(stepsPerRevolution, 8, 9, 10, 11);
```

```
void setup() {
```

```
}
```

```
void loop() {
```

```
    int sensorReading =  
    analogRead(A0);
```

```
    int motorSpeed =  
    map(sensorReading, 0, 1023,  
    0, 100);
```

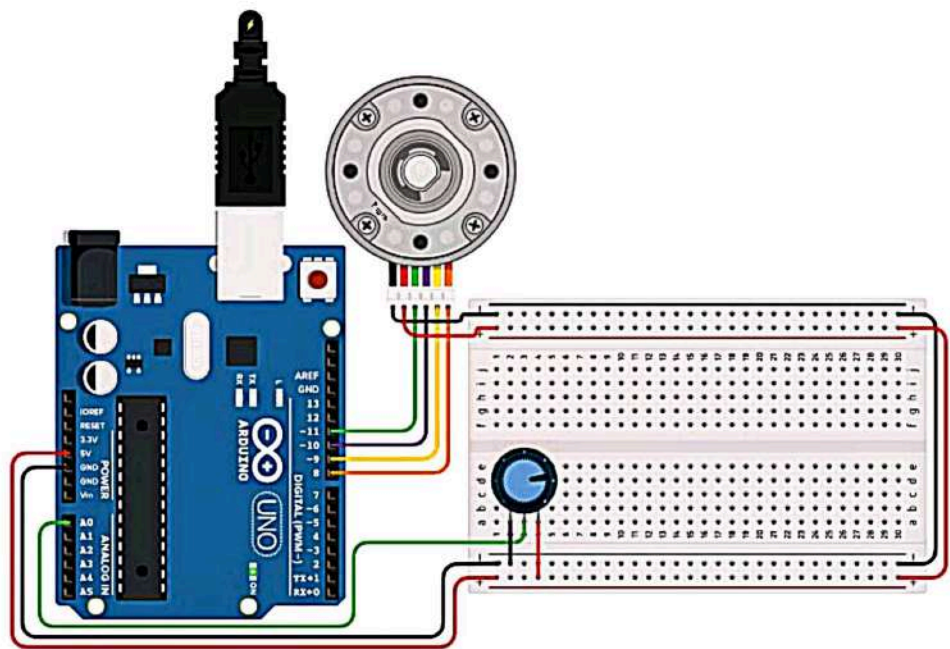
```
    if (motorSpeed > 0) {
```

```
        myStepper.setSpeed(motorSpeed);
```

```
        myStepper.step(stepsPerRevolution / 100);
```

```
    }
```

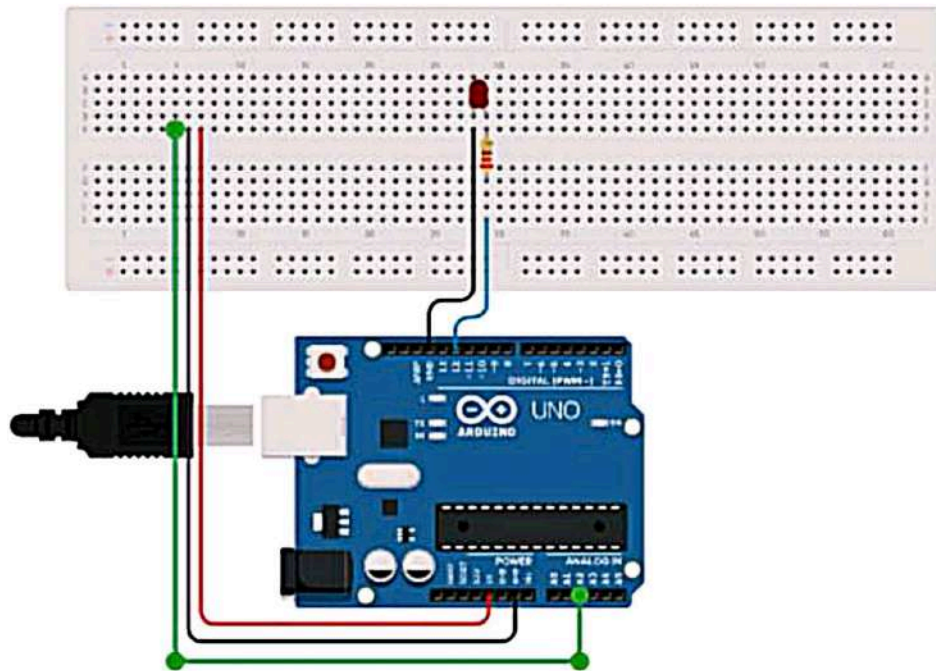
```
}
```



Practical 6

Aim: LED control using sound sensor.

Circuit



Code

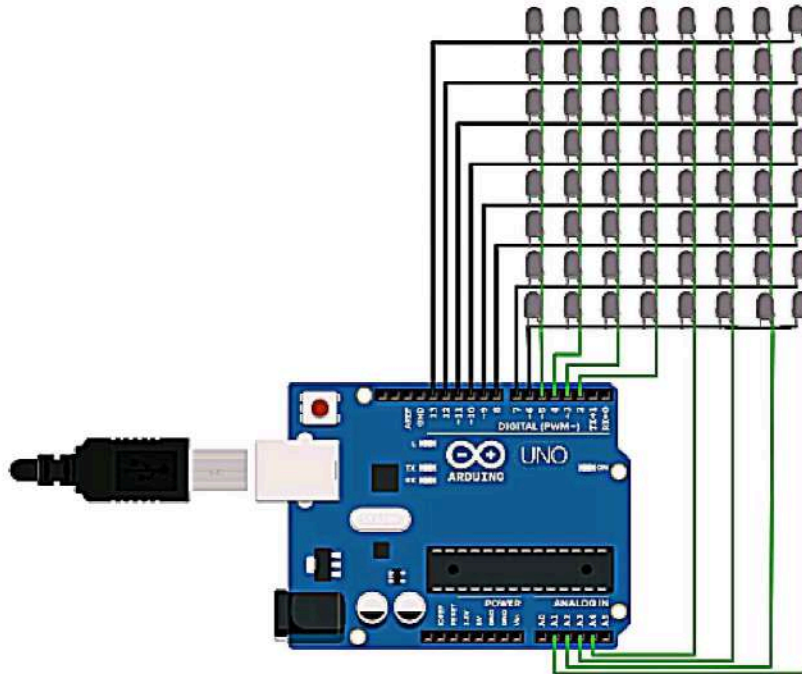
```
const int ledpin=12; // led is connected to pin 12
const int soundpin=A2; // sound sensor AO pin is connected
to pin A2
const int threshold=520; // sets threshold value for sound
sensor
```

```
void setup()
{
  Serial.begin(9600);
  pinMode(ledpin,OUTPUT);
  pinMode(soundpin,INPUT);
}
```

Practical 7

Aim: Interfacing of LED matrix.

Circuit



Code

```
#define ROW1 13
#define ROW2 12
#define ROW3 11
#define ROW4 10
#define ROW5 9
#define ROW6 8
#define ROW7 7
#define ROW8 6
```

```

#define COL1 5
#define COL2 4
#define COL3 3
#define COL4 2
#define COL5 A4
#define COL6 A3
#define COL7 A2
#define COL8 A1

const int row[] = {ROW1, ROW2, ROW3, ROW4, ROW5,
ROW6, ROW7, ROW8};
const int col[] = {COL1,COL2, COL3, COL4, COL5, COL6, COL7,
COL8};
int A[8][8] = {{1,1,1,1,1,1,1,1},
               {1,1,1,0,0,1,1,1},
               {1,1,0,1,1,0,1,1},
               {1,1,0,1,1,0,1,1},
               {1,1,0,0,0,0,1,1},
               {1,1,0,1,1,0,1,1},

```

```

               {1,1,0,1,1,0,1,1},
               {1,1,1,1,1,1,1,1}};

void setup() {
    Serial.begin(9600);
    for (int i = 2; i <= 13; i++) {
        pinMode(i, OUTPUT);
        digitalWrite(i, LOW);
    }
    pinMode(A1, OUTPUT);
    digitalWrite(A1, LOW);
    pinMode(A2, OUTPUT);
    digitalWrite(A2, LOW);
    pinMode(A3, OUTPUT);
    digitalWrite(A3, LOW);
    pinMode(A4, OUTPUT);
    digitalWrite(A4, LOW);
}

void loop() {
    delay(10);
    yaz(A);
}

```



```
}  
  
void yaz(int matrix[8][8]){  
    for (int c=0; c<8; c++){  
        digitalWrite(col[c], HIGH);  
        for (int r = 0; r < 8; r++){  
            digitalWrite(row[r], 255*matrix[r][c]);  
            delay(1);  
        }  
        for (int r = 0; r < 8; r++){  
            digitalWrite(row[r], HIGH);  
            delay(1);  
        }  
        digitalWrite(col[c], LOW);  
    }  
}
```