

Lab 2/3: GPIO Interrupts

External Interrupts

Lab 3: GPIO Interrupts

Program the Tiva LaunchPad to be able to perform the following:

- Program SW1 & SW2 to generate a **GPIO external interrupt** to the ARM CPU upon SW1 or SW2 pressed.
 - Interrupt Handler: `GPIOF_Handler(void) .`
- Check the RIS/MIS register to identify source of interrupt.
- **Debounce** SW1 & SW2 => Each switch press should be detected **ONLY** once!
- Each detection of SW1 or SW2 pressed should trigger a change in the LED colour together with a short/long audio beep. (*see table*)
- If SW1 trigger is detected, move down the table sequence (1->2->3->4->5; stay at Seq 5 if SW1 is pressed while at Seq 5).
- If SW2 trigger is detected, move up the table sequence (5->4->3->2->1; stay at Seq 1 if SW2 is pressed while at Seq 1).
- Default LED colour is **GREEN** upon Reset.
- Short beep = **2 ms**; Long beep = **15 ms**. Do not use delay loop(s) that may hold up the program execution.
- *You will be penalized if your code do not make use of interrupts processing.*

Seq	Change LED colour to ...	Followed by a
1	RED	LONG BEEP
2	YELLOW	SHORT BEEP
3	GREEN (default)	SHORT BEEP
4	CYAN	SHORT BEEP
5	BLUE	LONG BEEP

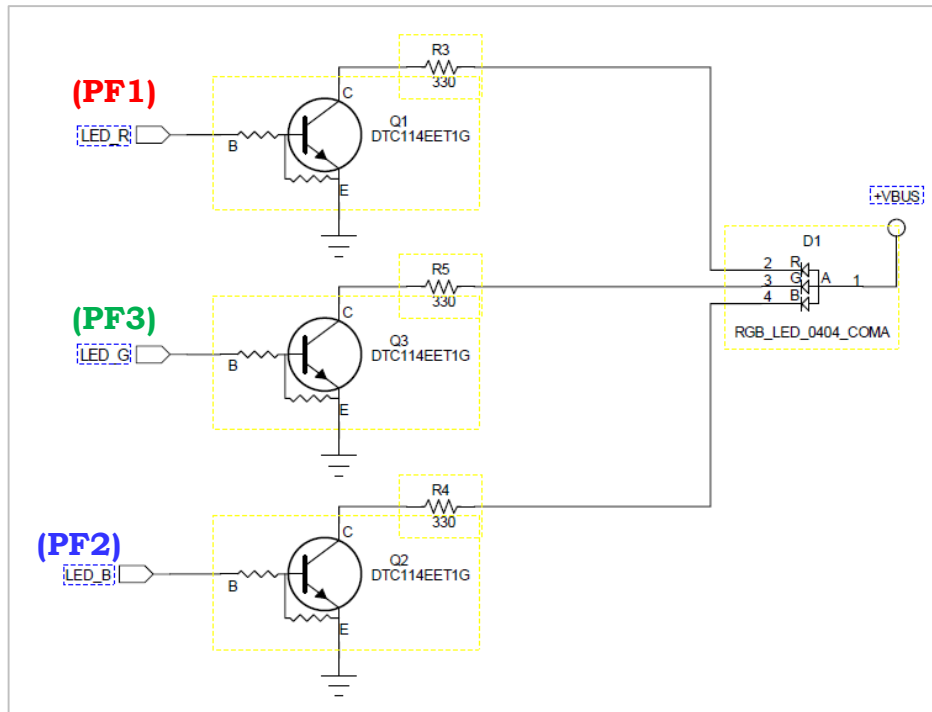
LaunchPad: User Switches & LED

- 2 switches, **SW1** & **SW2**:
 - SW1 connected to PF4; SW2 connected to PF0
 - Logic '0' when switch pressed.
 - Requires internal pull-up configuration (through the GPIOPUR register).
- Color **LED**:
 - Port pins PF1, PF2 & PF3 controls a single colour LED.
 - **PF1 (red)**; **PF2 (blue)**; **PF3 (green)**.

GPIO Pin	Pin Function	USB Device
PF4	GPIO	SW1
PF0	GPIO	SW2
PF1	GPIO	RGB LED (Red)
PF2	GPIO	RGB LED (Blue)
PF3	GPIO	RGD LED (Green)

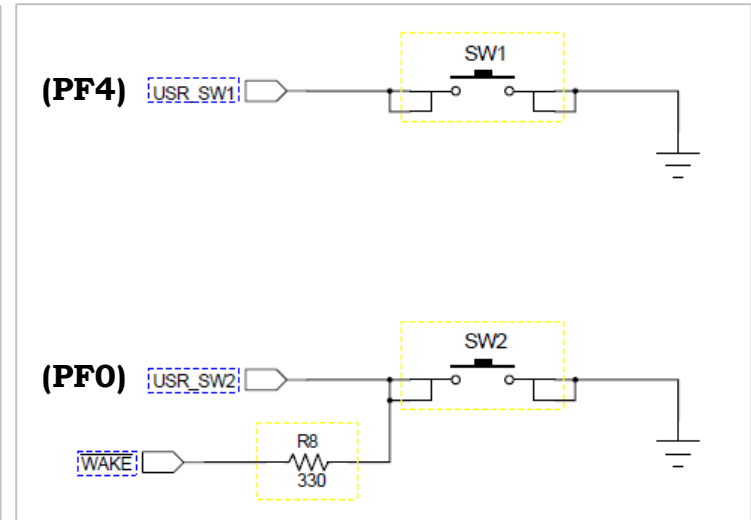
Source: Tiva C Series TM4C123G LaunchPad Evaluation Board – User Guide (spmu296.pdf)

Tiva LaunchPad – SW1, SW2, LED



RGB LED::

- A logic '1' at any of the GPIO pins for the RGB LED will turn on the transistor and will turn on the LED.



SW1 & SW2:

- During initialization, set SW1 & SW2 to be at logic 'H' by default.
- When either of the push-buttons is pressed, the GPIO pin will read a logic '0'.

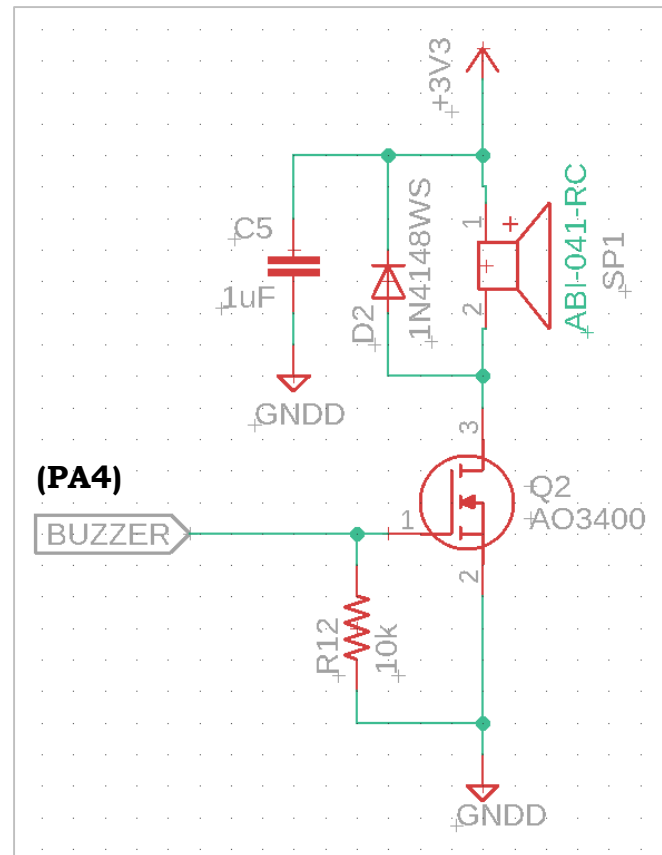
Buzzer on Tiva Base Board

- Use the buzzer to create a short or long beep.
- The buzzer is on the Tiva baseboard. It is connected to **GPIO PA4**.
- Note that it is an Active Buzzer: it turns ON or OFF through a '1' or '0' output from the GPIO pin. There is no need to drive the Buzzer through a square wave.
- The output frequency is fixed (about 2.3kHz in the audible range) (not programmable).
- Buzzer: ABI-042-RC. Datasheet in Moodle.

PORT							
Pin	A	B	C	D	E	F	Pin
0	RX_PC	IR_OUT	JTAG-TCK/ SWCLK	KEY_ROW0	IR_IN	SW2	0
1	TX_PC	LCD_BL	JTAG-TMS/ SWDIO	KEY_ROW1	KEY_COL0	RED_LED	1
2	LCD_SCK	I2C0_SCL	JTAG-TDI	KEY_ROW2	KEY_COL1	BLUE_LED	2
3	LCD_CS	I2C0_SDA	JTAG-TDO/ SWO	KEY_ROW3	KEY_COL2	GREEN_LED	3
4	BUZZER	DRIVE	STEPPER0	USB_D-	AIN9_LDR	SW1	4
5	LCD_MOSI	SS2_SCK	STEPPER1	USB_D+	AIN8_POT		5
6	LCD_DC / I2C1_SCK	SS2_CS	STEPPER2	UART2_RX			6
7	LCD_RESET/ I2C1_SDA	AIN11_TEMP	STEPPER3	UART2_TX			7
		SS2_MISO / US_TRIGGER					
		SS2_MOSI / US_ECHO					
Pin	A	B	C	D	E	F	Pin
PORT							

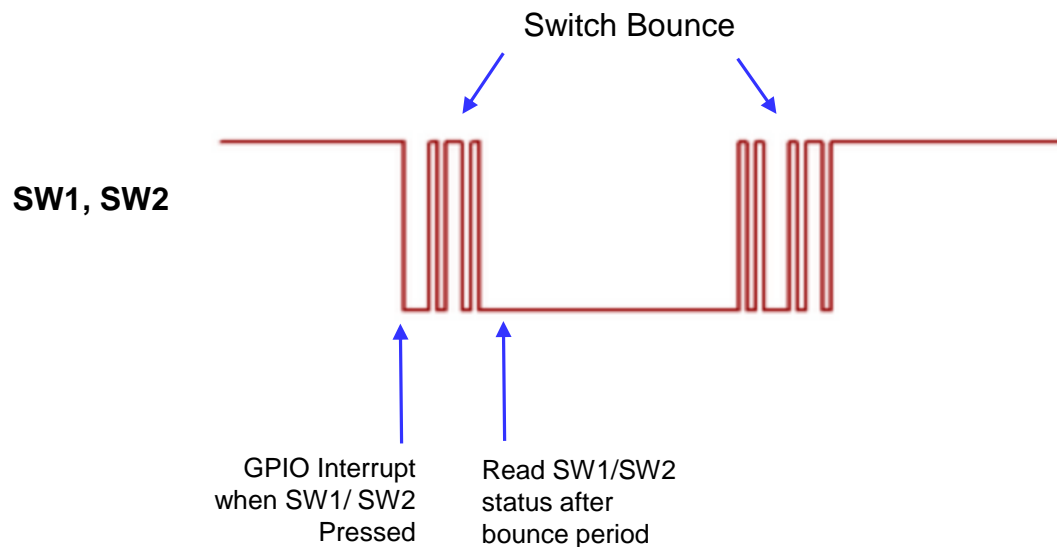
Tiva Base Board – BUZZER

- Buzzer is turned on through a MOSFET transistor.
- When **PA4** is at logic 'H', MOSFET turn ON which in turns causes current to flow through the Buzzer which produces an audible tone.
- When **PA4** is at logic 'L', Buzzer is turned OFF.



Switch Bounce

- **SW1** & **SW2** are mechanical push-button switches.
- When pressed and/or released, there may be some signal bounce on the GPIO signals (PF4, PF0).
- Software De-bounce:
 - Read switch status after bounce period (usually 5-15 ms) to ascertain that it is a valid switch press/released.
 - Note: Any delay implemented for time delay (for example, bounce period) should not hold up your program in a loop.



Lab Submission

- Submit the following:
 - Zip file of your μ Vision KEIL program directory.
- Submission Dateline:
 - Sunday, 29 May 22, 23:59 hrs.
 - Upload Zipped folder to Moodle