Appendix

```
//**********************
//*
               Final Project (without bonus)
//*
                   McMaster University
//*
                  2DP4 Microcontrollers
//*
              Zishu Wu wuz78 400089778
//*********************
//***********************
//*
                      Description
//*The code receives the data from angle sensor and send it to the MATLAB.
//*The value of the angle (0 ~ 90 degree) is displaced by LED with 2 MODE
//*Mode 0: BCD; Mode 1: 10-degree bar (rounded).
//**********************
//**********************
//*
                       References
//* 2DP4Lecture DoyleFazliani W8 Slide22,28,52
//* 2DP4Lecture DoyleFazliani W9 Slide5,7,15
//* HCS12 instruction set reference
//* The HCS19 9S12 An Introduction to Software and Hardware Interface
//***********************
#include <hidef.h> /* common defines and macros */
 #include "derivative.h" /* derivative-specific definitions */
 #include "SCI.h"
/*Prototypes*/
 void setClk(void);
 void delay1ms (unsigned int multiple);
 void OutCRLF(void);
      /* DECLARE GLOBAL VARIABLES BELOW*/
unsigned int num;
unsigned int x;
unsigned int deg;
char char 1;
char char 2;
unsigned int ten;
unsigned int one;
void main(void) {
 //////Configure ACD conversion/////////
 ATDCTL1 = 0x4F; // set for 12-bit resolution
  ATDCTL3 = 0x88; // right justified, one sample per sequence ATDCTL4 = 0x02; // prescaler = 2; ATD clock = 6MHz / (2 * (2 + 1)) ==
1MHz
  ATDCTL5 = 0x25; // continuous conversion on channel 0
 // ////Initialize uC environment//////
 setClk(); //set bus speed 6MHz
 SCI Init (14400);
 TSCR1 = 0 \times 90; //Timer System Control Register 1
              // TSCR1[7] = TEN: Timer Enable (0-disable, 1-enable)
```

```
// TSCR1[6] = TSWAI: Timer runs during WAI (0-enable, 1-
disable)
                   // TSCR1[5] = TSFRZ: Timer runs during WAI (0-enable, 1-
disable)
                   // TSCR1[4] = TFFCA: Timer Fast Flag Clear All (0-normal
1-read/write clears interrupt flags)
                   // TSCR1[3] = PRT: Precision Timer (0-legacy, 1-
precision)
                   // TSCR1[2:0] not used
  TSCR2 = 0x00;
                   //Timer System Control Register 2
  TIOS = 0 \times 20;
                   //Timer Input Capture or Output capture
                   //set TIC[0] as input
                   //set TIC[5] as output
  PERT = 0 \times 01;
                   //Enable Pull-Up resistor on TIC[0]
  TCTL3 = 0x00;
                  //TCTL3 & TCTL4 configure which edge(s) to capture
  TCTL4 = 0x02;
                   //Configured for falling edge on TIC[0] (channel 0)
  TIE = 0x03;
                   //Timer Interrupt Enable
  /////CONFIGURE INPUT/OUTPUT port/////
  DDRS = 0b11111011;//S2 as input --> switch.
  PERS = 0b00000100;//enable pull-up resisters for input pins
  DDRT = 0b00011110;//DDRT: data direction register [1,2,3,4]
  DDRP = 0b001111110;//port port 1,2,3,4,5 as output
  DDRJ = 0xFF;
                  //set all port J as output
  num = 0;
   EnableInterrupts;
  for(;;) {
   if (num % 2 == 1) {////START COMMUNICATION//////
    x = ATDDR0;
   char 1 = x \& 0x00FF;
   char 2 = x >> 8;
   SCI OutChar (char 1);
   SCI OutChar(char 2);
   delay1ms(200);
   deg = SCI InChar();
     //////MODE 0///////
     if (PTIS == 7) { //angle = XY
         ten = deg/10; // --> X
         one = deg%10; // --> Y
         PTJ = 0x01;
         /////tens digit(X) --> PORT p[4:1]//////
         if(ten==0){
         PTT = 0b000000000;
         }else if (ten == 3||ten == 2){
          PTT = 0b00000010;
         }else if (ten == 4 | | ten == 5) {
         PTT = 0b00000100;
         else if (ten == 6 | ten == 7) {
         PTT = 0b00000110;
         }else if (ten == 8||ten == 9){
         PTT = 0b00001000;
         /////single digit (Y) --> port P [5:1]///
         if (one == 1) {
```

```
PTP = 0b000000000;
     } else if (one == 2) {
    PTP = 0b00000010;
     } else if (one == 3) {
    PTP = 0b00000100;
     } else if (one == 4) {
    PTP = 0b00001000;
     } else if (one == 5) {
    PTP = 0b00001010;
     } else if (one == 6) {
    PTP = 0b00001100;
     } else if (one == 7) {
    PTP = 0b00001110;
     } else if (one == 8) {
    PTP = 0b00010010;
     } else if (one == 9) {
    PTP = 0b00010010;
    }
    if (ten%2==1) {
     PTP = PTP | 0b00100000;
     }//even number --> PP5 = 0, otherwise PP5 = 1
 }
else{
 //////MODE 1////////
 if (deq>=85) {
     PTT=0b10011111;
    PTP=0b10111110;
  }else if(deg<85 && deg>=75){
     PTT=0b10011111;
     PTP=0b10111100;
  }else if (deg<75 \&\& deg>=65){
     PTT=0b10011111;
    PTP=0b10111000;
  }else if (\deg < 65 \&\& \deg > = 55){
     PTT=0b10011111;
     PTP=0b10110000;
  }else if (\deg < 55 \&\& \deg > = 45){
    PTT=0b10011111;
     PTP=0b10100000;
  }else if (deg<45 \&\& deg>=35){
     PTT=0b10011110;
     PTP=0b10000000;
  }else if (deg<35 \&\& deg>=25){
     PTT=0b10011100;
     PTP=0b10000000;
  }else if (deg<25 \&\& deg>=15){
     PTT=0b10011000;
    PTP=0b10000000;
 }else if (deg<15) {</pre>
     PTT=0b10010000;
    PTP=0b10000000;
 } //mode 1
}
delay1ms(100);
```

```
} //communication
/////STOP COMMUNICATION//////
        } /*loop end*/
 } /* main end */
interrupt VectorNumber Vtimch0 void ISR Vtimch0 (void)
 unsigned int temp;
   num +=1;
   temp = TC0;
}
void delay1ms (unsigned int multiple) {
 unsigned int i; //loop control variable
 TSCR1 = 0 \times 90; //enable timer and fast timer flag clear TSCR2 = 0 \times 00; //Disable timer interrupt, set prescaler=1
 //\text{TIOS} = 0x01; //Enable OCO (not necessary)
 TIOS = 0\times20; //0010 0000 --> IOS[5]as output for timer, IOS[0]as input for
button
 TC5 = TCNT + 6000;
 for(i=0;i<multiple;i++) {</pre>
   TFLG2 = 0x80; //clear the TOF flag
   while (!(TFLG1 C5F));
   TC5 += 6000;
 }
 TIOS \&= -0x20; //Disable OCO (not necessary)
//VCOFRQ[1:0] 32MHz <= VCOCLK <= 48MHz
#define VCOFRQ 0x00
                         //SYNDIV[5:0]
#define SYNDIV 0x05
#define REFFRQ 0x00
                         //REFFRQ[1:0] 2MHz < fREF <= 6MHz
#define REFDIV 0x80
                         //REFDIV[3:0] Ref Divide is 1
void setClk(void){
                                //Protection of clock configuration is
 CPMUPROT = 0x26;
disabled
                                // NOTE: On some Esduinos you may need to
use CPMUPROT=0. Try both and see which value allows you to change the
registers below in your debugger!
                               //PLLSEL=1. Select Bus Clock Source: PLL
 CPMUCLKS = 0x80;
clock or Oscillator.
 CPMUOSC = 0 \times 00;
                                //OSCE=1. Select Clock Reference for PLLclk
as:fOSC (8 MHz).
 CPMUREFDIV = REFFRQ+REFDIV; //Set fREF divider and selects reference
clock frequency Range. fREF= 4 MHz.
```

```
CPMUSYNR=VCOFRQ + SYNDIV; //Set Syn divide and selects VCO frequency
range. fVCO = 48 MHz.
                        //Set Post Divider (0x00= 0000 0000).
 CPMUPOSTDIV=0x00;
 while (CPMUFLG LOCK == 0) {} //Wait for PLL to achieve desired tolerance
of target frequency. NOTE: For use when the source clock is PLL. comment out
when using external oscillator as source clock
CPMUPROT = 1;
                       //Protection for clock configuration is
reenabled
void OutCRLF(void) {
 SCI_OutChar(CR);
 SCI OutChar(LF);
BONUS 2 - XY-Axis
//********************
//*
                    Final Project
//*
                  BONUS 2 (X-Y axis)
//*
                  McMaster University
                2DP4 Microcontrollers
//*
            Zishu Wu wuz78 400089778
//***********************
//***********************
                      Description
//* Plot X and Y axis on the same graph.
//* Use Matlab "xy axis to performance this function"
//**********************
//*********************
                       References
//* 2DP4Lecture DoyleFazliani W8 Slide22,28,52
//* 2DP4Lecture DoyleFazliani W9 Slide5,7,15
//* HCS12 instruction set reference
//* The HCS19 9S12 An Introduction to Software and Hardware Interface
//**********************
//**********************
/*Include*/
 #include <hidef.h> /* common defines and macros */
 #include "derivative.h" /* derivative-specific definitions */
 #include "SCI.h"
/*Prototypes*/
 void setClk(void);
 void delay1ms (unsigned int multiple);
 void OutCRLF(void);
      /* DECLARE GLOBAL VARIABLES BELOW*/
```

```
unsigned int x;
unsigned int deg;
char char 1;
char char 2;
unsigned int y;
void main(void) {
 // Initialize uC environment//
 setClk();
                 //set bus speed 6MHz
 SCI Init (14400);
 ATDCTL1 = 0x4F; // set for 12-bit resolution
                   // right justified, one sample per sequence
   ATDCTL3 = 0 \times 90;
                 // prescaler = 2; ATD clock = 6.25MHz / (2 * (2 + 1))
   ATDCTL4 = 0 \times 02;
== 1.04MHz
   ATDCTL5 = 0x35; // continuous conversion on channel 0
 for(;;) {
  x = ATDDR0;
  y = ATDDR1;
  char 1 = x \& 0x00FF;
  char 2 = x >> 8;
  SCI OutChar (char 1);
  SCI OutChar(char 2);
  //SCI OutString("X is");SCI OutUDec(x);
  //SCI OutString(" Y is");SCI OutUDec(y); OutCRLF();
  char 1 = y & 0 \times 00 FF;
  char 2 = y >> 8;
  SCI OutChar(char 1);
  SCI OutChar(char 2);
  delay1ms(50);
       } /*loop end*/
 } /* main end */
void delay1ms (unsigned int multiple) {
 unsigned int i; //loop control variable
 TSCR1 = 0 \times 90; //enable timer and fast timer flag clear
 TSCR2 = 0x00; //Disable timer interrupt, set prescaler=1
 TIOS |= 0x01;
              //Enable OCO (not necessary)
 TC0 = TCNT + 6000;
 for(i=0;i<multiple;i++) {</pre>
   TFLG2 = 0x80; //clear the TOF flag
   while (!(TFLG1 COF));
   TC0 += 6000;
 TIOS \&= -0 \times 01; //Disable OCO (not necessary)
}
```

```
void setClk(void){
 CPMUPROT = 0 \times 26;
                        //Protection of clock configuration is
disabled
                         // NOTE: On some Esduinos you may need to
use CPMUPROT=0. Try both and see which value allows you to change the
registers below in your debugger!
 CPMUCLKS = 0 \times 80;
                        //PLLSEL=1. Select Bus Clock Source: PLL
clock or Oscillator.
 CPMUOSC = 0 \times 00;
                      //OSCE=1. Select Clock Reference for PLLclk
as:fOSC (8 MHz).
 CPMUREFDIV = REFFRQ+REFDIV; //Set fREF divider and selects reference
clock frequency Range. fREF= 4 MHz.
 CPMUSYNR=VCOFRQ + SYNDIV; //Set Syn divide and selects VCO frequency
range. fVCO = 48 MHz.
                        //Set Post Divider (0x00= 0000 0000).
 CPMUPOSTDIV=0x00;
 while (CPMUFLG LOCK == 0) {} //Wait for PLL to achieve desired tolerance
of target frequency. NOTE: For use when the source clock is PLL. comment out
when using external oscillator as source clock
 CPMUPROT = 1;
                        //Protection for clock configuration is
reenabled
void OutCRLF(void){
 SCI OutChar(CR);
 SCI OutChar(LF);
}
BONUS 3 - 360 degrees measurement
//********
                   ***********
//*
                   Final Project
//*
                  BONUS 3 - 360 degrees
//*
                  McMaster University
//*
                  2DP4 Microcontrollers
               Zishu Wu wuz78 400089778
//**********************
//**********************
                      Description
//*Measure 1 dimension angle for full 360 degrees
//*Please use MATLAB file "full degree" to implement this function!
//***********************
//*
                       References
```

```
//* 2DP4Lecture DoyleFazliani W8 Slide22,28,52
//* 2DP4Lecture DoyleFazliani W9 Slide5,7,15
//* HCS12 instruction set reference
//* The HCS19 9S12 An Introduction to Software and Hardware Interface
//**********************
//***********************
 #include <hidef.h> /* common defines and macros */
 #include "derivative.h" /* derivative-specific definitions */
 #include "SCI.h"
/*Prototypes*/
 void setClk(void);
 void delay1ms (unsigned int multiple);
 void OutCRLF(void);
        /* DECLARE GLOBAL VARIABLES BELOW*/
unsigned int x;
unsigned int deg;
unsigned int ones;
unsigned int tens;
char char 1;
char char 2;
unsigned int z;
void main(void) {
 // Initialize uC environment//
 setClk(); //set bus speed 6MHz
 SCI Init(14400);
 ATDCTL1 = 0x4F;  // set for 12-bit resolution

ATDCTL3 = 0x90;  // right justified, one sample per sequence

ATDCTL4 = 0x02;  // prescaler = 2; ATD clock = 6.25MHz / (2 * (2 + 1))
== 1.04MHz
   ATDCTL5 = 0 \times 35; // continuous conversion on channel 0
 /////CONFIGURE INPUT/OUTPUT port/////
 for(;;) {
  x = ATDDR0;
  z = ATDDR1;
  char 1 = x \& 0x00FF;
  char 2 = x >> 8;
  SCI OutChar(char 1);
  SCI OutChar(char 2);
  //SCI OutString("X is");SCI OutUDec(x);
  //SCI OutString(" Z is");SCI OutUDec(z); OutCRLF();
  char 1 = z \& 0x00FF;
```

```
char 2 = z >> 8;
  SCI OutChar(char 1);
  SCI OutChar(char 2);
  delay1ms(50);
       } /*loop end*/
  } /* main end */
void delay1ms (unsigned int multiple) {
  unsigned int i; //loop control variable
 TSCR1 = 0\times90; //enable timer and fast timer flag clear TSCR2 = 0\times00; //Disable timer interrupt, set prescaler=1 TIOS |= 0\times01; //Enable OCO (not necessary)
 TC0 = TCNT + 6000;
  for(i=0;i<multiple;i++) {</pre>
   TFLG2 = 0x80; //clear the TOF flag
   while (!(TFLG1 COF));
   TC0 += 6000;
  }
 TIOS &= -0 \times 01; //Disable OCO (not necessary)
}
#define REFFRQ 0x00
                       //REFFRQ[1:0] 2MHz < fREF <= 6MHz
#define REFDIV 0x80
                       //REFDIV[3:0] Ref Divide is 1
void setClk(void){
                               //Protection of clock configuration is
 CPMUPROT = 0 \times 26;
disabled
                              // NOTE: On some Esduinos you may need to
use CPMUPROT=0. Try both and see which value allows you to change the
registers below in your debugger!
 CPMUCLKS = 0 \times 80;
                             //PLLSEL=1. Select Bus Clock Source: PLL
clock or Oscillator.
 CPMUOSC = 0 \times 00;
                              //OSCE=1. Select Clock Reference for PLLclk
as:fOSC (8 MHz).
  CPMUREFDIV = REFFRQ+REFDIV;
                             //Set fREF divider and selects reference
clock frequency Range. fREF= 4 MHz.
  CPMUSYNR=VCOFRQ + SYNDIV; //Set Syn divide and selects VCO frequency
range. fVCO = 48 MHz.
                              //Set Post Divider (0x00= 0000 0000).
 CPMUPOSTDIV=0x00;
 while (CPMUFLG LOCK == 0) {} //Wait for PLL to achieve desired tolerance
of target frequency. NOTE: For use when the source clock is PLL. comment out
when using external oscillator as source clock
```