

# PWM-DRAWER

AMIT\_Poject

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# INTRODUCTION

- Pulse Width Modulation, a technique for controlling the average power delivered by an electrical signal.
- PWM is used to generate analog signals from digital devices, such as microcontrollers.
- PWM works by switching the supply between on and off at a fast rate.

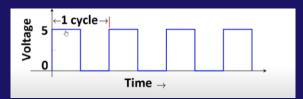




# PWM signal elements

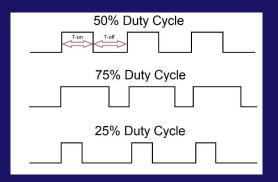
#### Frequency

Is represented through the total number of cycle per second.



#### Duty cycle

Is defined with respect to percentage or as a number between 0 & 1.

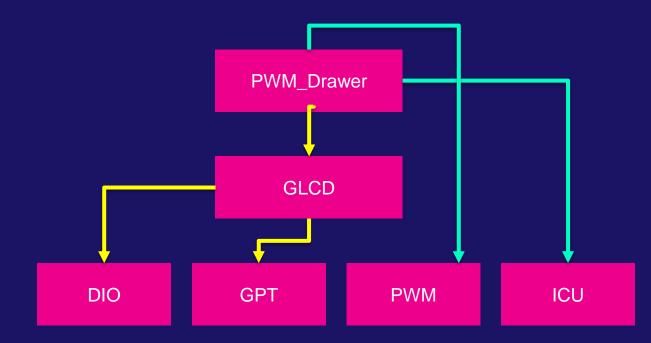


# Layered Architecture

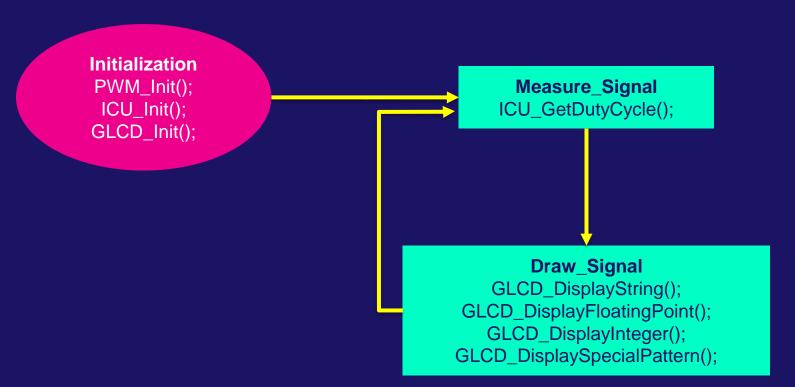
**Application Layer** 

Hardware Abstraction Layer

Micro-Controller Abstraction Layer



## Flowchart



### Flowchart

Clear Input Capture Flag Set Trigger Edge: RISING\_EDGE Wait for Input Capture  $\rightarrow$  i.e. Start of Cycle Clear Input Capture Flag and Timer Counter Set Trigger Edge: FALLING\_EDGE Wait for Input Capture → i.e. High Count

Clear Input Capture Flag and Timer Counter Set Trigger Edge: RSING\_EDGE

Wait for Input Capture  $\rightarrow$  i.e. Low Count

$$Duty \ Cycle \ \% = \frac{High \ Time}{Period \ Time} \times 100$$

$$High\ Time\ ms = \frac{High\ Count\ *Prescaler*10^3}{Fcpu}$$

period  $Time \ ms$   $= \frac{(High \ Count + Low \ Count) * Prescaler * 10^3}{Fcpu}$ 

Draw\_Signal
GLCD\_DisplayString();
GLCD\_DisplayFloatingPoint();
GLCD\_DisplayInteger();
GLCD\_DisplaySpecialPattern()
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Choose a scale (milliseconds to pixel) as  $\frac{period\ time}{5}$ 

## Flowchart

GLCD Line 0: Display Frequency Value in kHz.

GLCD Line 1: Display Duty Cycle Value in %

GLCD Line 4: Display Period Time Value in milliseconds.

GLCD Line 5: Display Arrow on First Cycle Period Time.

GLCD Line 6: Display the PWM signal shape.

