EECE.3170: Microprocessor Systems Design I

Spring 2016

Lecture 32: Key Questions April 22, 2016

1. Complete this ISR so that if a timer interrupt has occurred, the LEDs will be updated to show the next value in the pattern stored in the array st[], going back to the first value (0b0001) after showing the eighth (0b1001). If a switch interrupt has occurred, clear all LEDs and reset to the initial state. Assume the LEDs are wired to Port C, as on the development board used in HW 6, and that "SWITCH" and "DOWN" are appropriately defined.

Assume the use of the following global variables—st[] holds the list of values to be displayed on the LEDs, while i is the current index into that array. Assume i initially holds the value 0:

```
unsigned char st[8] = \{0b0001, 0b0010, 0b0100, 0b0101,
                   0b1010, 0b0100, 0b1000, 0b1001};
unsigned char i;
void interrupt ISR(void) {
   if (IOCAF) {
                                // SW1 was pressed
                                // Clear flag in software
                                // Delay for debouncing
       delay ms(5);
      if (SWITCH == DOWN) {
                                // If switch still pressed
                 _____// clear LEDs
                                // and reset i
        i = 0;
       }
   }
   if (INTCONbits.TOIF) {
                                // Timer 0 interrupt
                _____// Clear flag in software
            // Update LEDs to show
                                // current st[] value
                                // Increment i
      if ( ) // If i exceeds max index
                               // reset i
   }
}
```

- 2. This function performs an analog to digital conversion and uses the least significant bits of the result, which are stored in ADRESL, to determine the program operation as follows:
 - If the lowest two bits are 01, toggle the lowest LED, which is wired to the least significant bit (bit 0) of Port C.
 - o That bit can be accessed either through the PORTC or LATC register; to access bit 0, use PORTCbits.PORTC0 or LATCbits.LATC0
 - If the lowest two bits are 10, toggle the second LED, which is wired to bit 1 of Port C.
 - If the lowest two bits are 11, turn both the first and second LEDs on.

Assume the ADC is configured to produce a right-justified result, so the lowest bits of ADRESL are the least significant bits of the conversion result.

```
void read adc(void) {
                                  // Variable to hold lowest 2
   unsigned char lobits;
                                  // bits of ADC result
    delay us(5);
                                  // Wait for ADC cap to settle
                                  // Start conversion
   while (GO) continue;
                                  // Wait until conversion done
                                  // lobits = lowest two bits
                                  // of ADC result
    if (lobits == 0b01) {
                                  // In this case, toggle
                                       lowest LED (FILL IN
                                  //
                                  //
                                       SPACE TO LEFT WITH
                                  //
                                       APPROPRIATE CODE, WHICH
                                  //
                                       MAY USE MULTIPLE LINES)
    }
   else if (lobits == 0b10) {
                                  // In this case, toggle
                                  //
                                       second LED (FILL IN
                                  //
                                       SPACE TO LEFT WITH
                                  //
                                       APPROPRIATE CODE, WHICH
                                  //
                                       MAY USE MULTIPLE LINES)
    }
   else if (lobits == 0b11) {
                                  // In this case, turn first &
                                  //
                                       second LEDs on (FILL IN
                                  //
                                       SPACE TO LEFT WITH
                                       APPROPRIATE CODE, WHICH
                                  //
                                  //
                                       MAY USE MULTIPLE LINES)
    }
}
```