EE 308 – Homework 5

For the homework problems which follow assume you have included the file derivative.h in your C program. Thus, you can refer to PORTB when you want to access a byte at address 0x0001. Where I ask for ”some code” just write that part of a C program which will do the task. Where I ask for ”a program” write a complete program, include the INCLUDE 'derivative.h' line, the declaration of variables, the main() function, etc.

1. Write some C code which will clear bits 3 and 5 and set bits 4 and 2 of the eight-bit number at address 0x0050 while leaving the other bits unchanged.

2. Write some C code which will set bits 15, 11, 7 and 3 of the 16-bit number at address 0x0080 while leaving the other bits unchanged

3. Write some C code which will wait until Bit 7 of the eight-bit number at address 0x0040 becomes clear.

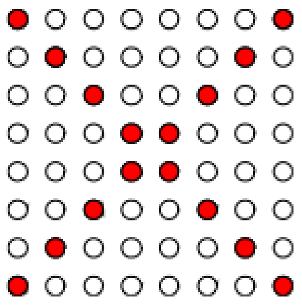
4. Write a C function which does the following: the function will be called with one argument and will return one eight-bit value. Write the argument to PORTB, then generate the next pattern in the sequence for an eight-bit Johnson counter. The procedure to do this is as follows: Shift the present pattern to the right by one bit. The most significant bit of the next pattern is the inverse of the least significant bit of the present pattern. The function return the eight-bit value of the next pattern.

5. Write a C function to take the next entry out of a table, write it to PORTB, and update the index into the table. Here is an example of what the table might look like:

const char table[] = {0x00, 0x01, 0x02, 0x04, 0x08, 0x10, 0x20, 0x40, 0x80};

The function is called with one argument, which is the index of the pattern to write to PORTB. Your code should write the table entry corresponding to the index to PORTB. (For example, if table_index were 5, you would write the fifth element of the table, 0x10, to PORTB.) The function should return the index of the next element of the table. Make sure that index stays between 0 and the end of the table.

6. Write a C function to generate the next sequence in the pattern shown below. You should have two static variables in the function, one which starts with the value 0x80 and the other which starts with the value 0x01. OR the two variables together to get 0x81, the first pattern in the sequence. Then shift the first variable to the right by one (to get 0x40), and shift the second variable to the left by one (to get 0x02). ORing these two together to get 0x42, the second pattern in the sequence. Continue shifting the first variable to the right and the second to the left, and ORing the two together. When the result of the OR is 0x00, reset the pattern to the first in the sequence.



7. Write a C program for Part 1 of Lab 3. The program will display three different patterns on the LED display connected to Port B. You will use the state of bits 1 and 0 of the onboard DIP switch to select which of the four patterns to display. Write a program to set up Port B as an eight bit output port (be sure to disable the seven-segment displays, and to enable the individual LEDs), and to implement (i) a Johnson counter, (ii) a Ford Thunderbird style turn signal, and (iii) a shifting bit pattern, based on the state of the DIP switches. (These are the three subroutines from Problems 6 to 8.) Insert a 100 ms delay between updates of the display. Write the delay as a subroutine. Be sure to initialize the stack pointer in you program.

Use three variables to hold information on the three patterns. Initialize these three variables to the first pattern in the sequence.

You should have a loop which checks the DIP switches connected to Port H. If bit 7 of the DIP switches is high, end the loop and exit back to DBug-12 with a SWI instruction. If bit 7 of the DIP switches is low, check bits 0 and 1 to determine what pattern to display:

PH1	PH0	Pattern
0	0	Johnson
0	1	Tbird Turn Signal
1	0	Shifting Bit

For example, if bits 1 and 0 of Port H are 10, call the Shifting Bit function with the Shifting Bit variable as its argument, and save the returned value into the Shifting Bit variable. Call the Delay subroutine, then loop back to check the DIP switches again.