

Programming Microcontroller IntroES

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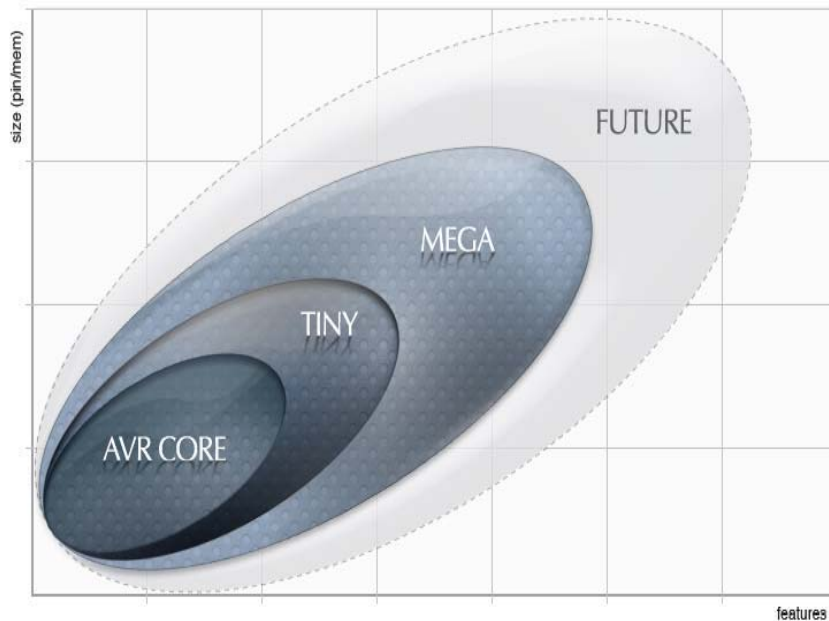
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WS 05/06

Microcontroller basics

- Microcontroller = CPU + Memory + internal Peripherals

AVR Microcontroller Family



- Devices range from 1 to 256KB
- Pin count range from 8 to 100
- Full code compatibility
- Pin/feature compatible families
- One set of development tools
- In-System Programming
- In-System Debugging

More on <http://www.atmel.com/products/avr/overview.asp>

ATmega16

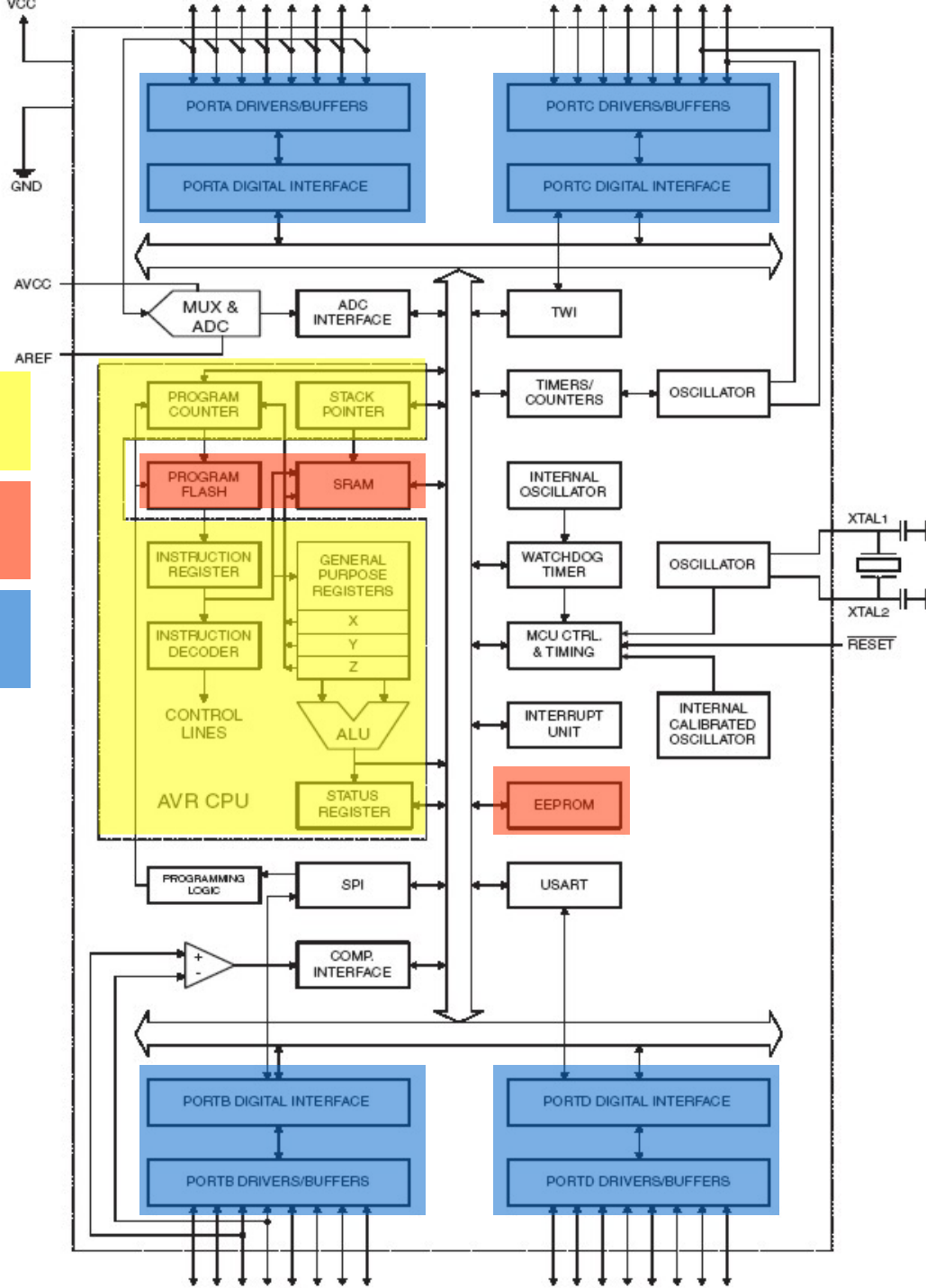
- We will use the ATMEL ATmega16
 - 8-bit Microcontroller with 16K Bytes In-System Programmable Flash
 - 512 Bytes EEPROM, 1K Byte Internal SRAM
 - Two 8-bit Timer/Counters, One 16-bit Timer/Counter
 - 8-channel, 10-bit ADC
 - Programmable Serial USART
 - Programmable Watchdog Timer with Separate On-chip Oscillator
 - JTAG Port for in-system programming and debugging
 - ...
- More details: <http://www.atmel.com/products/avr/>

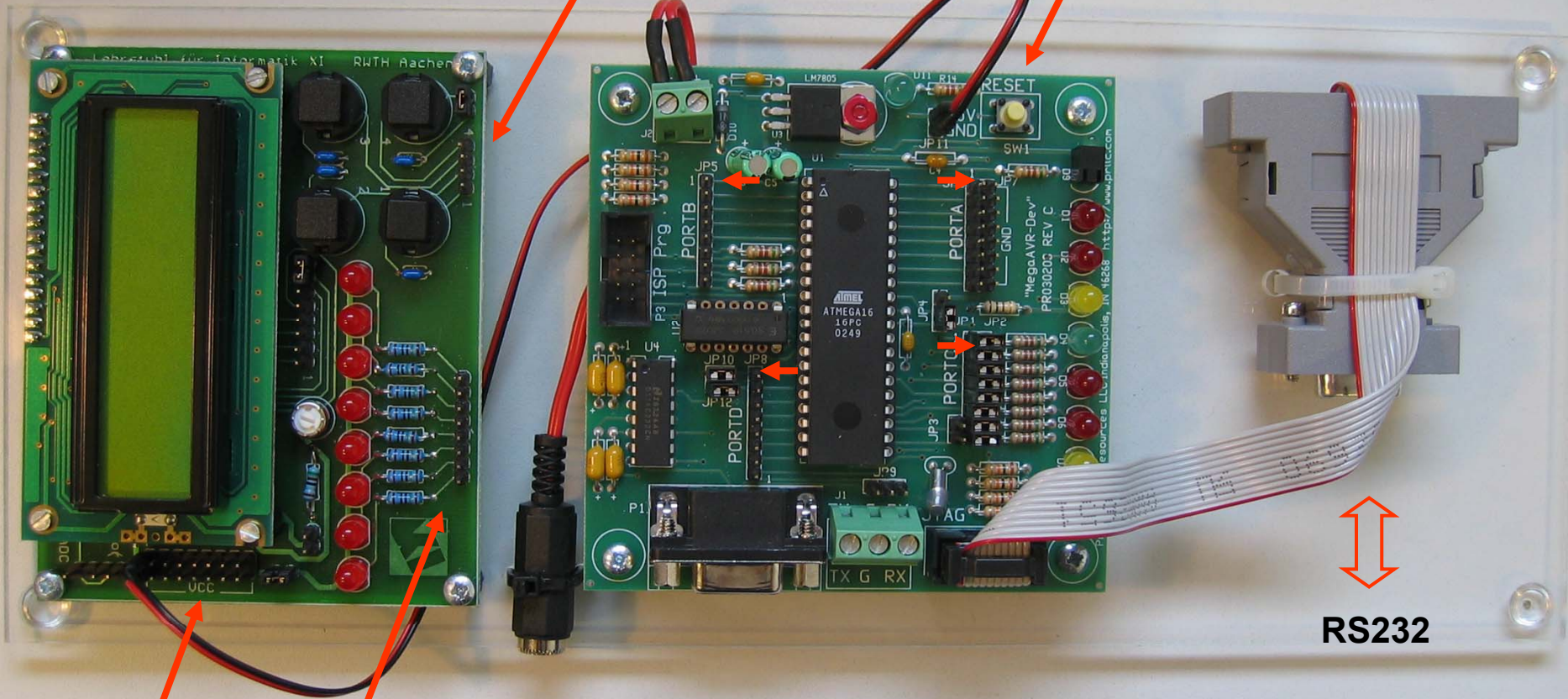
ATmega16

8bit CPU

Memory

I/O Ports





Power supply
for external
boards

7,5V

Reset

RS232

File Project Edit View Tools Debug Window Help

Trace Disabled

Workspace

Name	Value	Bits	Address
Register 0-15			
Register 16-31			
Processor			
Program Counter			
Stack Pointer			
Cycle Counter			
X-register			
Y-register			
Z-register			
Frequency			
Stop Watch			
Stack Monitor			
Program Stack			
Data Stack			
Used Program Stack	Disabled		
Used Data Stack	Disabled		
I/O ATMEGA16			
AD_CONVERTER			
ANALOG_COMPARATOR			
BOOT_LOAD			
CPU			
EEPROM			
EXTERNAL_INTERRUPT			
JTAG			
PORTA			
PORTA	00000000	0x1B (0x3B)	0x1B (0x3B)
DDRA	00000000	0x1A (0x3A)	0x1A (0x3A)
PINA	00000000	0x19 (0x39)	0x19 (0x39)
PORTB			
PORTB	00000000	0x18 (0x38)	0x18 (0x38)
DDRB	00000000	0x17 (0x37)	0x17 (0x37)
PINB	00000000	0x16 (0x36)	0x16 (0x36)
PORTC			
PORTD			
SPI			
TIMER_COUNTER_0			
TIMER_COUNTER_1			
TIMER_COUNTER_2			
TWI			
USART			
WATCHDOG			

C:\Programme\Atmel\AVR Tools\AvrStudio4\test0X.asm

The different blocks can be accessed via dedicated registers.
e.g. PORTA can be accessed through three 8bit registers and one bit in the CPU register

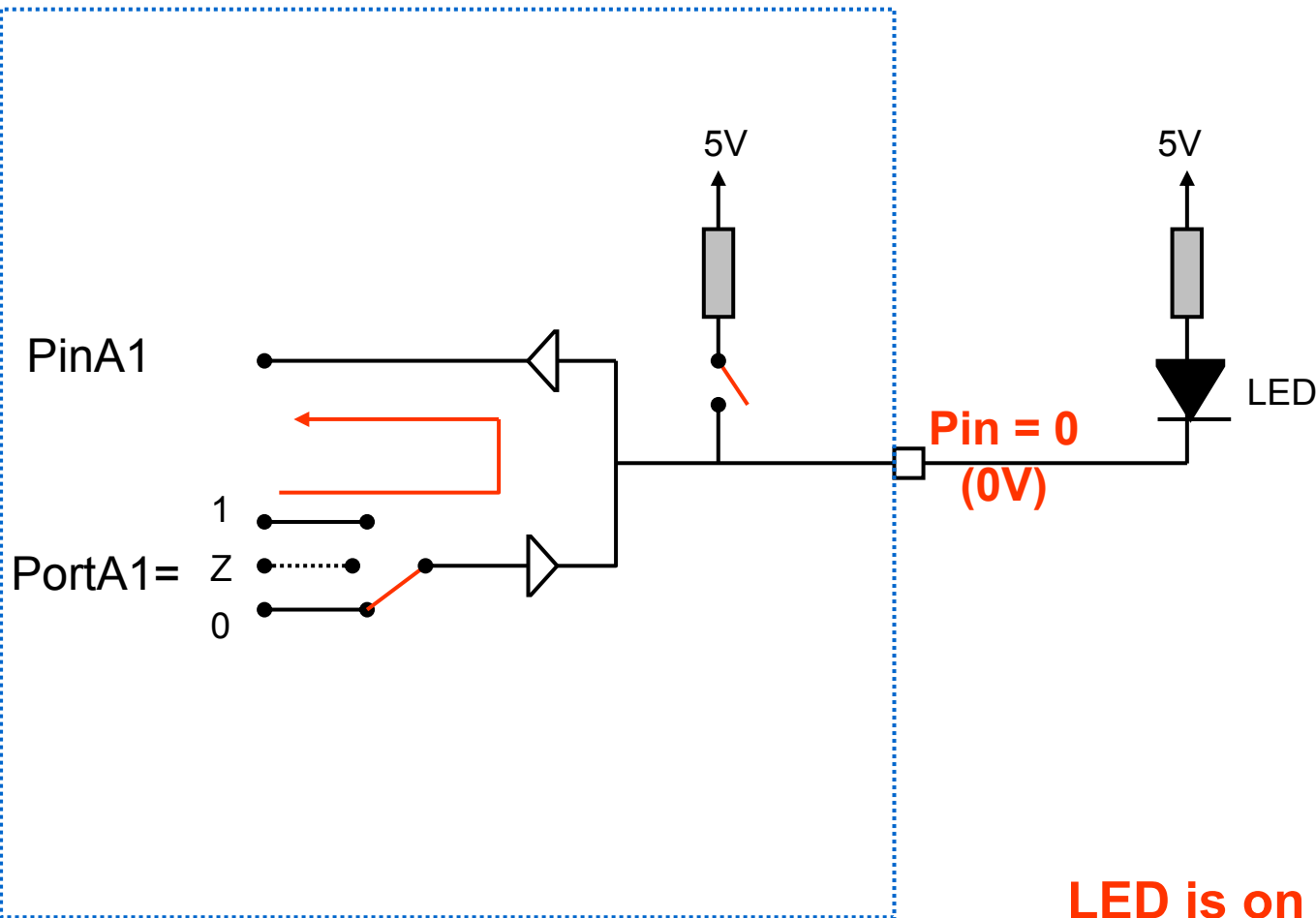
ATmega16 – I/O Ports

Port Pin Configurations PORTA:

DDRA	PORTA	PUD	I/O	Pull-up	Comment
0	0	X	Input	No	Tri-state
0	1	0	Input	Yes	
0	1	1	Input	No	Tri-state
1	0	X	Output	No	Output Low
1	1	X	Output	No	Output High

The port pin can always be read through the PINA Register bit.

Example: turn on an LED

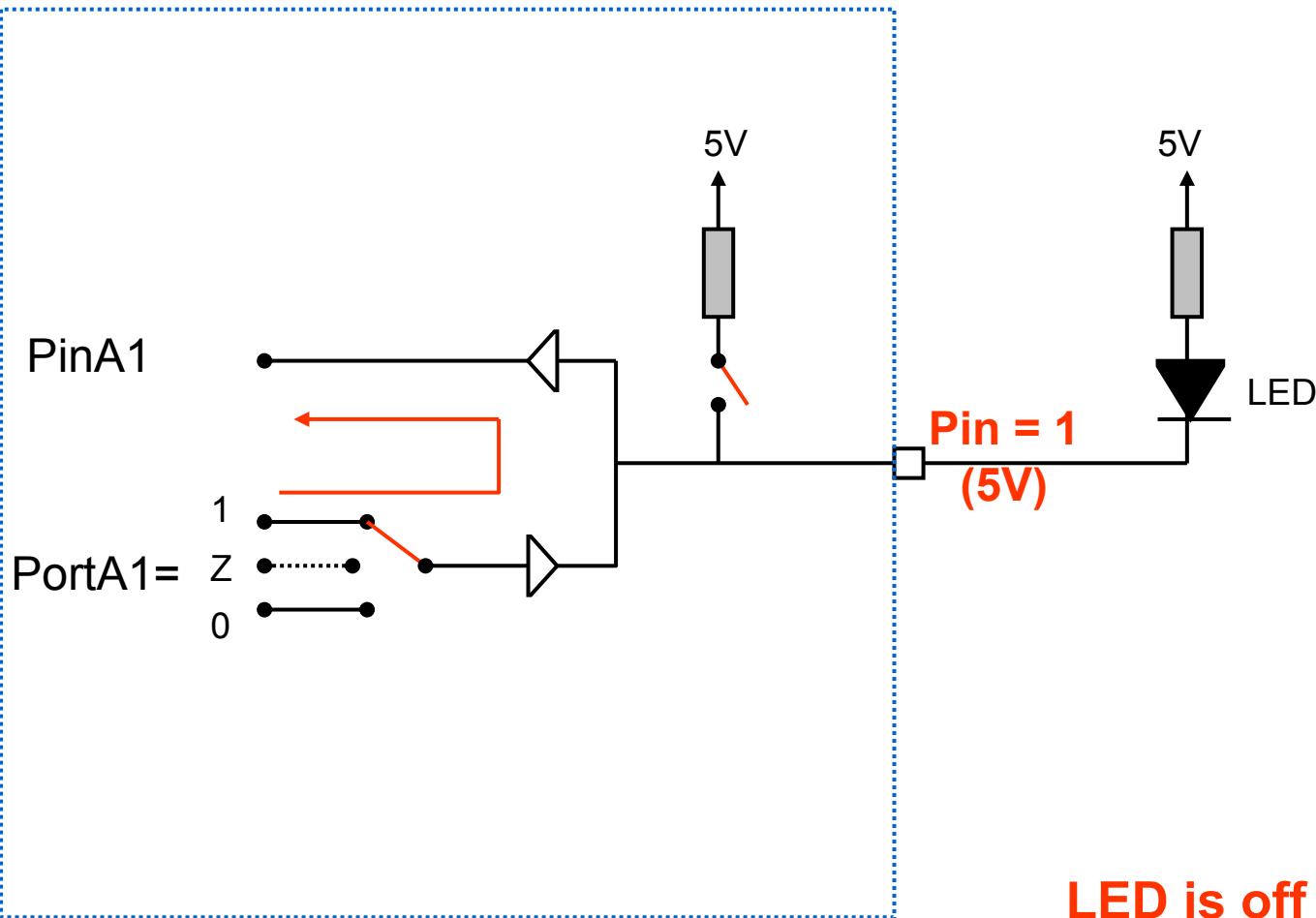


DDRA	PORTA	PUD	Signal on PINA1
0	0	X	S1 closed: 0 S1 open: U
0	1	0	S1 closed: 0 S1 open: 1
0	1	1	S1 closed: 0 S1 open: U
1	0	X	PortA1
1	1	X	PortA1

X: don't care
U: unknown

LED is on !

Example: turn the LED off

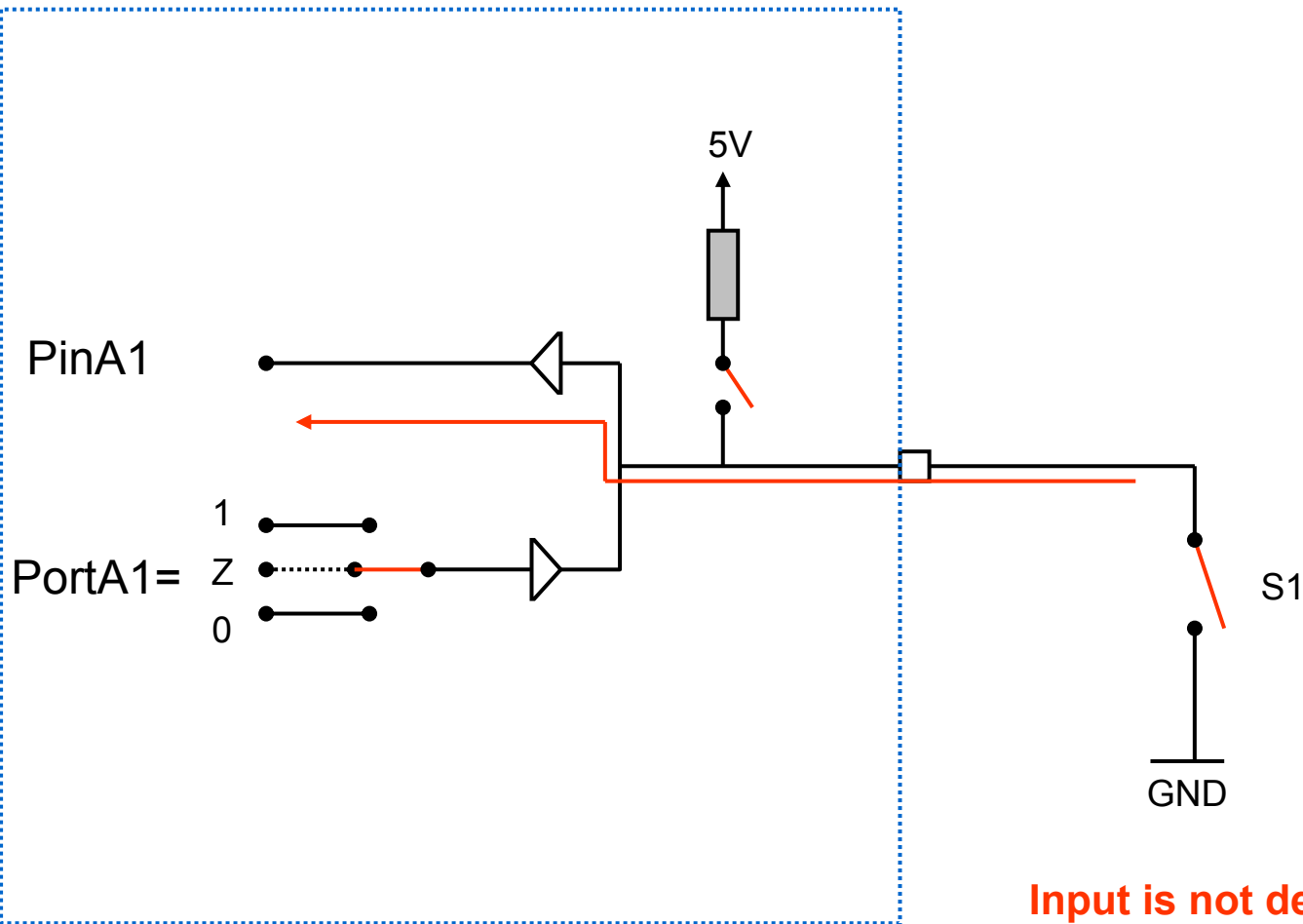


DDRA	PORTA	PUD	Signal on PINA1
0	0	X	S1 closed: 0 S1 open: U
0	1	0	S1 closed: 0 S1 open: 1
0	1	1	S1 closed: 0 S1 open: U
1	0	X	PortA1
1	1	X	PortA1

X: don't care
U: unknown

LED is off !

Example: Reading Input

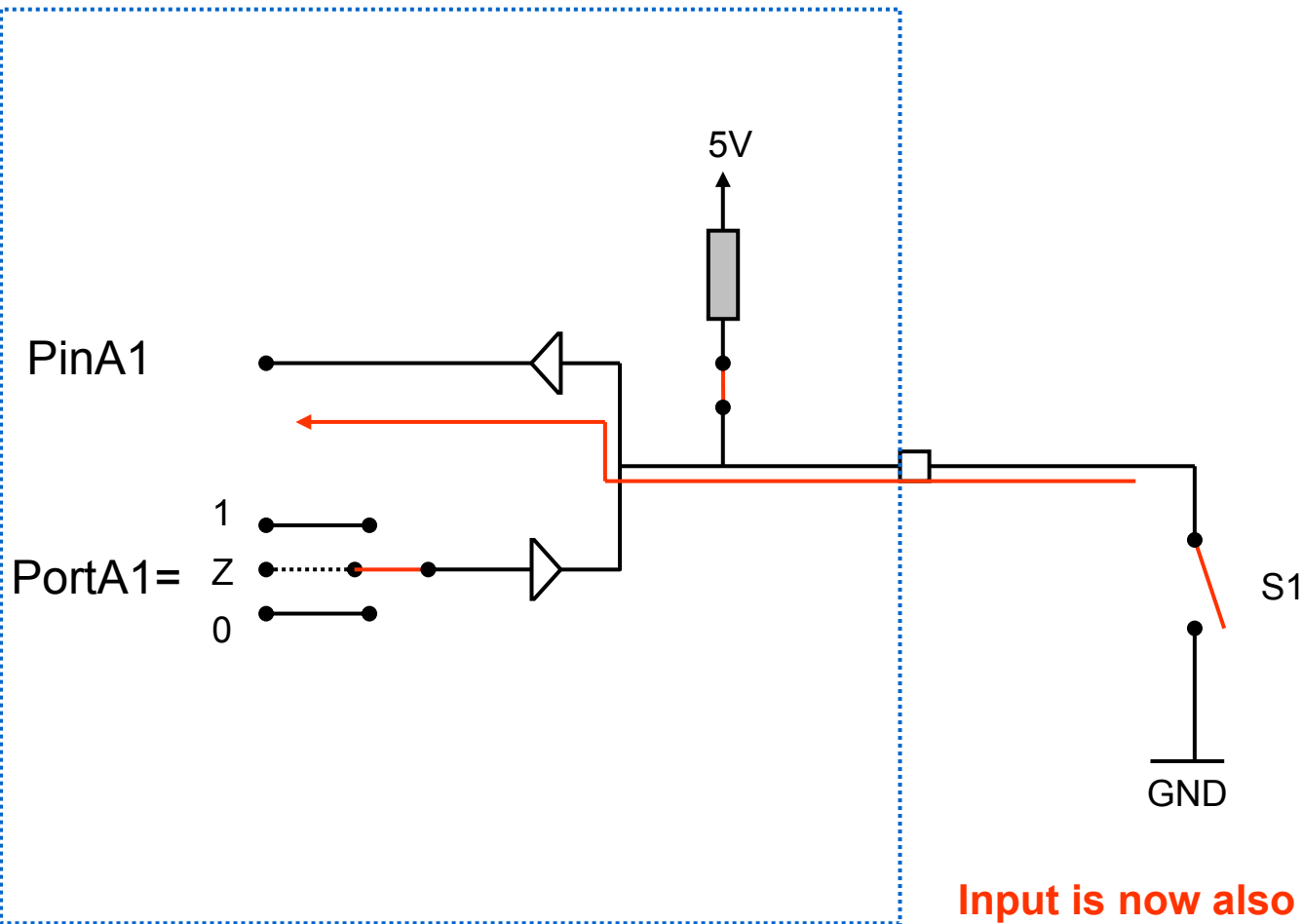


DDRA	PORTA	PUD	Signal on PINA1
0	0	X	S1 closed: 0 S1 open: U
0	1	0	S1 closed: 0 S1 open: 1
0	1	1	S1 closed: 0 S1 open: U
1	0	X	PortA1
1	1	X	PortA1

X: don't care
U: unknown

Input is not defined if S1 is open!

Example: Reading Input



DDRA	PORTA	PUD	Signal on PINA1
0	0	X	S1 closed: 0 S1 open: U
0	1	0	S1 closed: 0 S1 open: 1
0	1	1	S1 closed: 0 S1 open: U
1	0	X	PortA1
1	1	X	PortA1

X: don't care
U: unknown

Input is now also defined if S1 is open!

Register in C

	Lesen	Schreiben
Bitweise	<pre>bit_is_set (<port>, <pin>); bit_is_clear (<port>, <pin>);</pre>	<pre>sbi (<register>, <bitnummer>); cbi (<register>, <bitnummer>);</pre>
Rückgabewert	bool (<i>false=0, true=1</i>)	
Byteweise	<pre>inp (<register>);</pre>	<pre>outp (<wert>, <register>);</pre>
Rückgabewert	unsigned char	

Include the following header: `#include <avr/io.h>`

Example in C

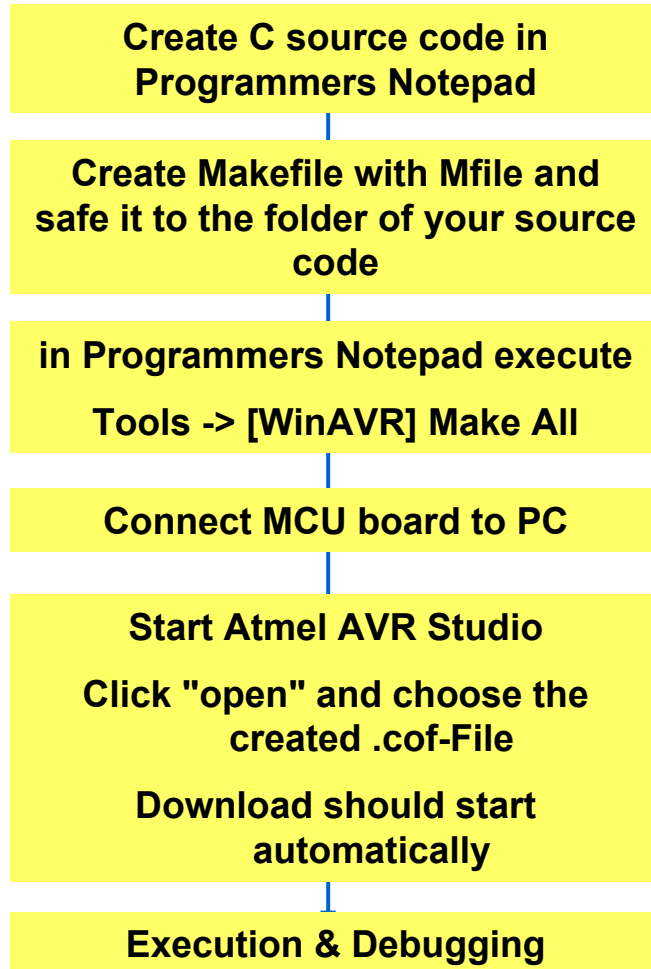
```
//LED to 5V at PINA1; SWITCH to GND at PINA0
```

```
#include <avr/io.h>
```

```
int main (void)
```

```
{  
  outp(0xFE,DDRA);    //PortA: Pin0: Input, Pin1..7: Output  
  outp(0xFF,PORTA);  //PortA: Pin0: pull up, Pin1..7: high = LED off  
  while(1)  
  {  
    if(bit_is_set (PINA,0))      //check if PinA0 is high  
    {  
      cbi(PORTA,1);              //clear PinA1 = LED on  
    }  
    else  
    {  
      sbi(PORTA,1);              //set PinA1 = LED off  
    }  
  }  
}
```


Design steps



- „Main File Name...“ (Name of the main program without the extension(.c))
- „MCU Type“ (ATmega16)
- “Debug format” (AVR-ext-coff)

Use the following programs:

- Programmers Notepad
- Mfile
- Atmel AVR Studio

Useful Links

- <http://www.mikrocontroller.net/wiki/AVR-GCC-Tutorial>
 - <http://atmel.com/products/avr/>
 - Die Programmiersprache C. Ein Nachschlagewerk
Regionales Rechenzentrum für Niedersachsen/Universität Hannover
<http://www.rz.rwth-aachen.de/computing/sw/rrzn/index.php>
 - C – Programmieren von Anfang an
Helmut Erlenkötter, ISBN 3-499-60074-9
 - Programming Embedded Systems in C and C++
Michael Barr, ISBN 1-56592-354-5
- ➔ use Windows calculator for $0x04 \Rightarrow 0b00000100 \Rightarrow 4$