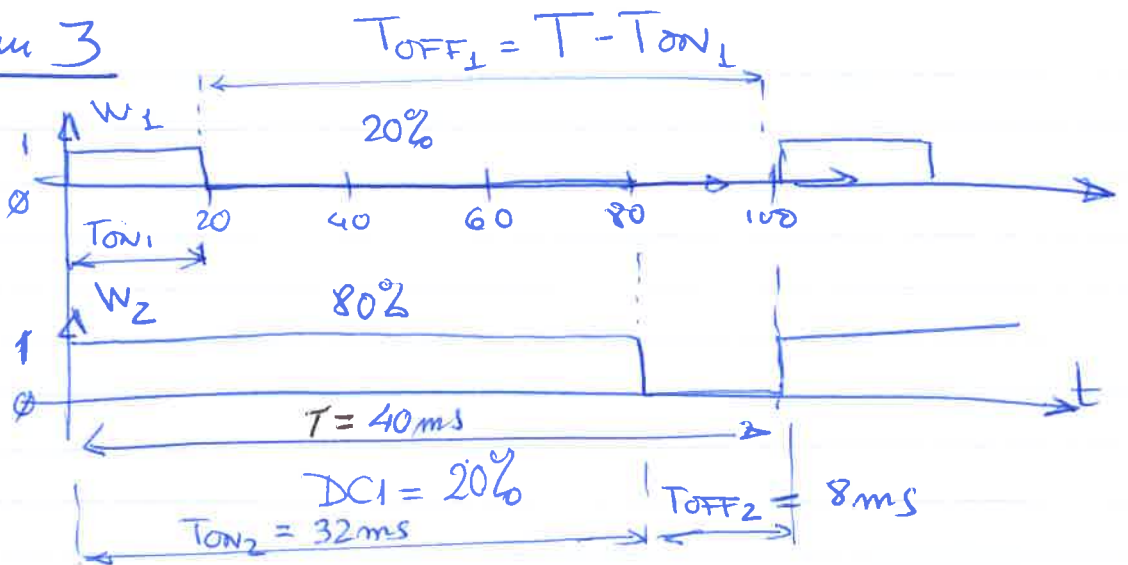


$$T = (25 \text{ Hz})^{-1} \rightarrow 40 \text{ ms}$$

(1)

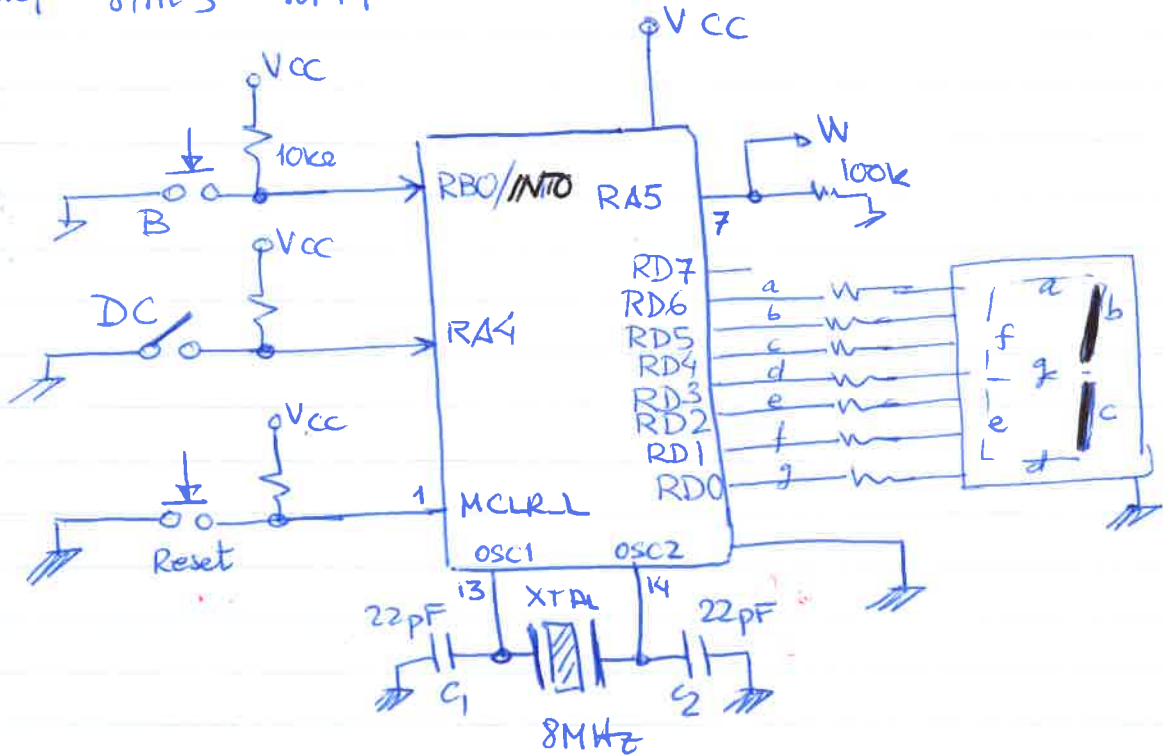
Problem 3

(a)

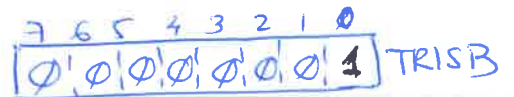
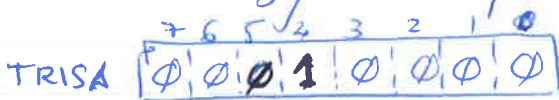


$$T_{ON1} = 8 \text{ ms} \quad T_{OFF1} = 32 \text{ ms}$$

(b)

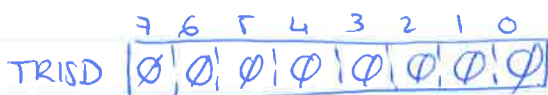


Accordingly to the port pins selected,



DC
↑
W

B
↑



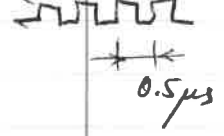
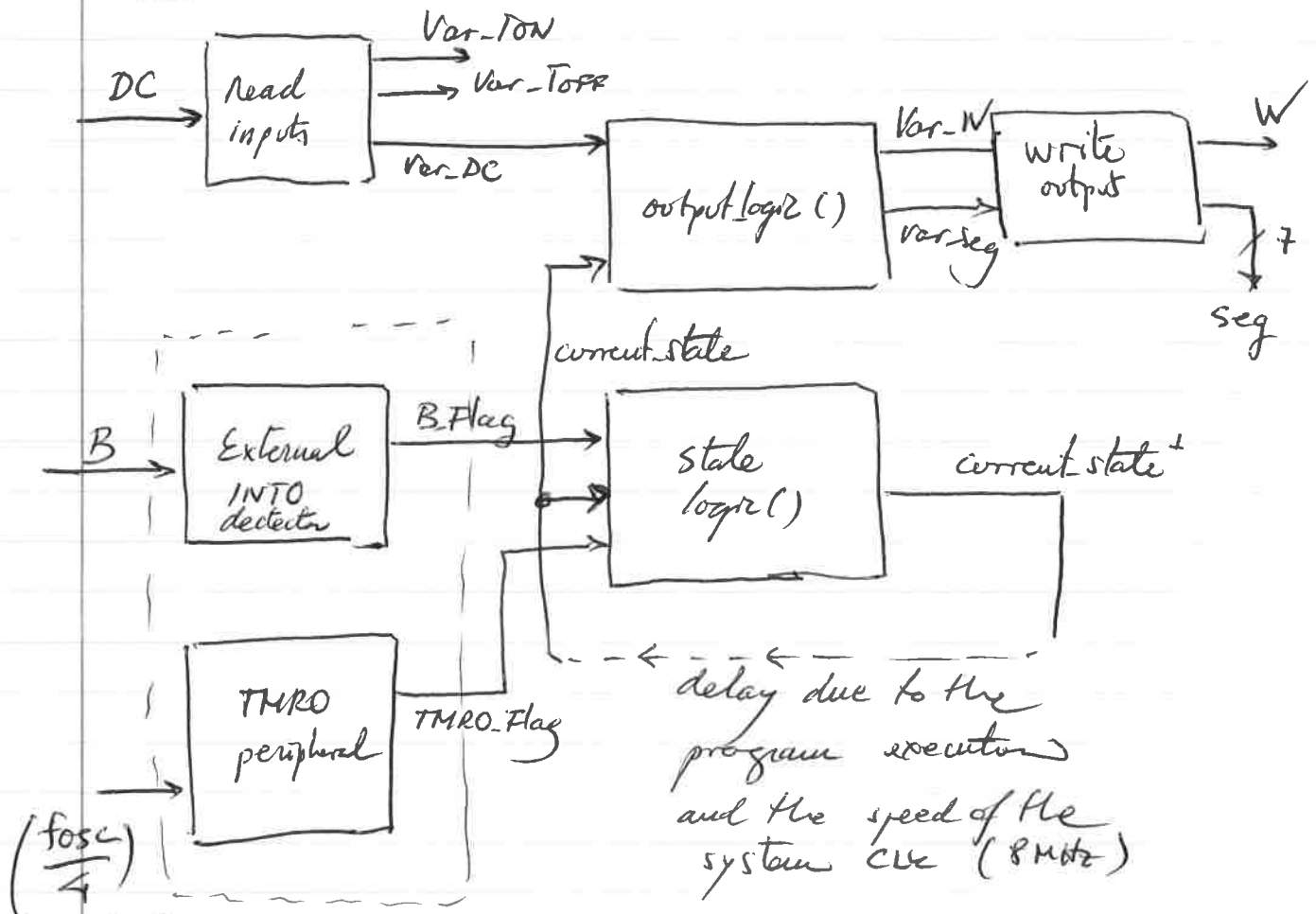
Segments

↑
a b c d e f g all outputs

0' → output is the default value

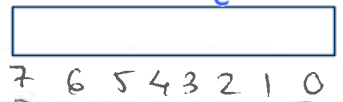
* allow interrupts from INTO and the Timer (TMR0)
 $\left\{ \begin{array}{l} INTOIE = 1 \\ TMR0IE = 1 \\ GIE = 1 \end{array} \right.$

d

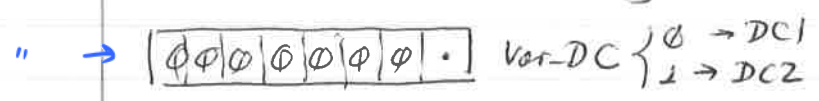
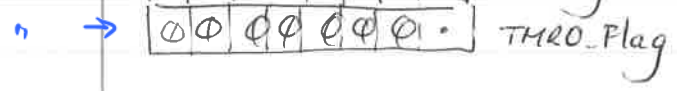
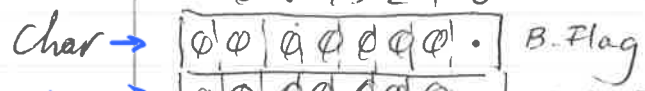


ISR() The hardware detects overflow and sets the flags which are transformed into convenient variables to run the FSM

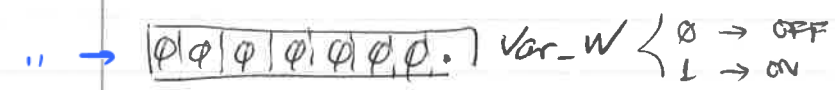
Char → Current state variable



any ASCII value, like A,B,C,D,E



This value will set the N₁ ↑ 64

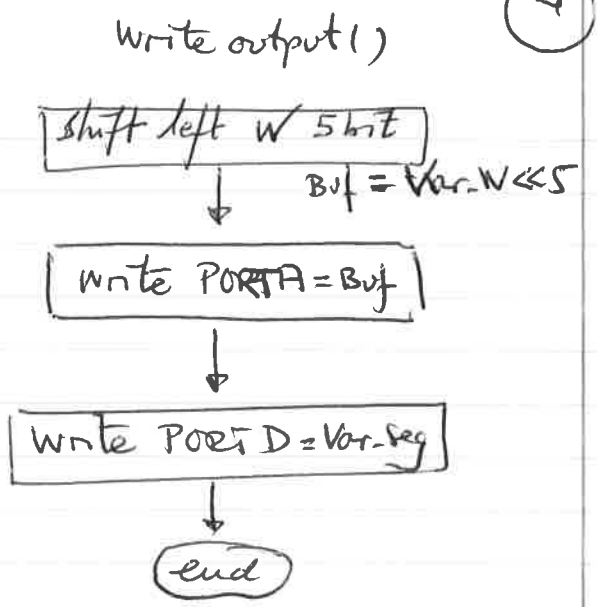
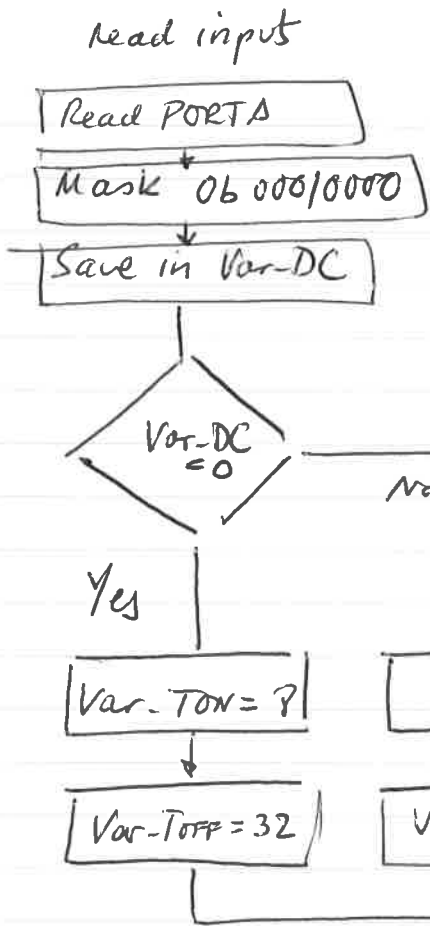


This value will set the N₁ ↑ 256

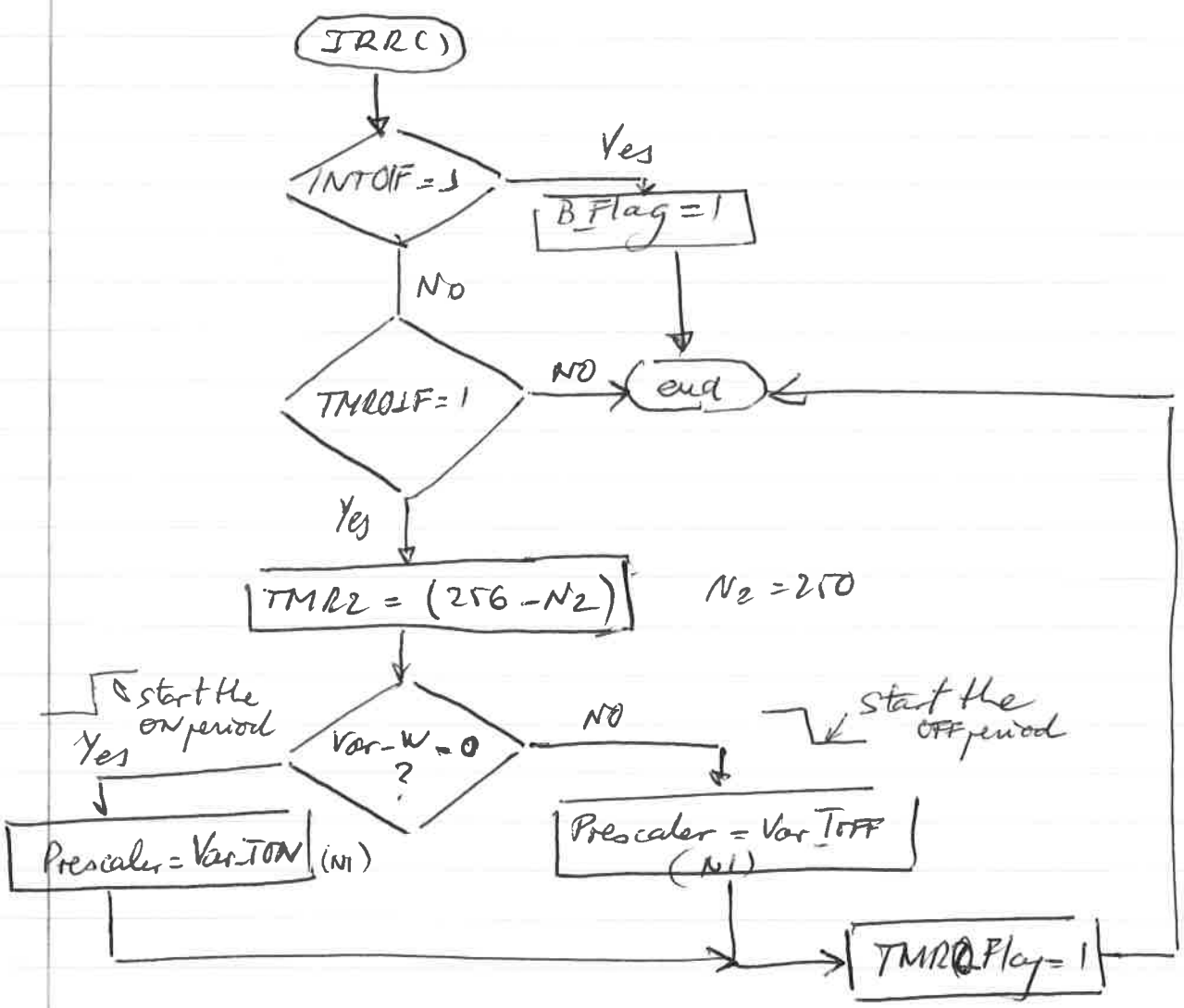


in the ISR() when reloading the TMRO

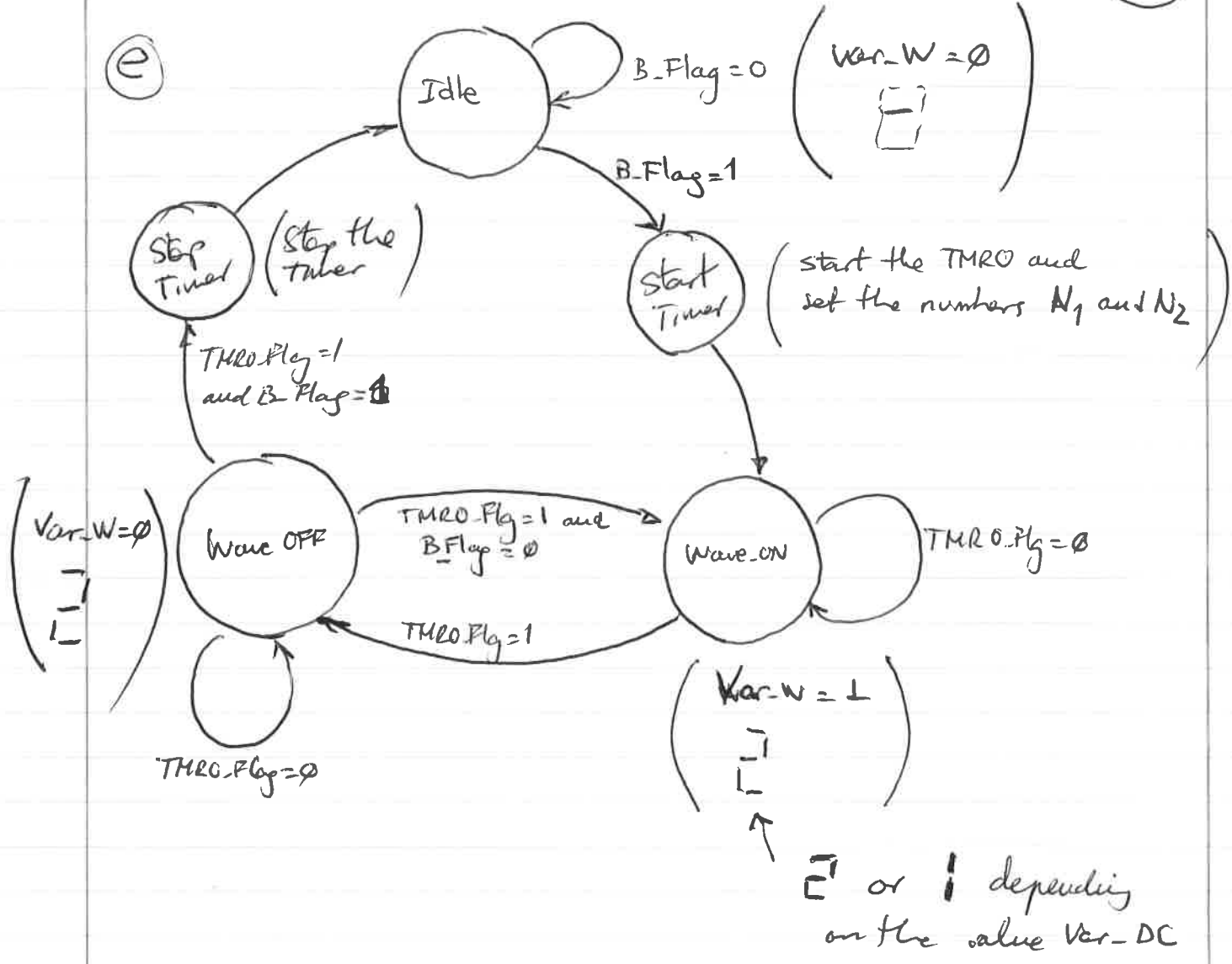
0	0	0	0	0	0	0	0	Blank	0x00
0	0	0	0	0	0	0	1	(-)	0x01
0	0	1	1	0	0	0	0	()	0x30
0	1	1	0	1	1	0	1	(=)	0x6D



This number might will program the prescaler of the TMRO



e



Output logic truth table

Var_DC	Current state	Var_Reg	Var_W	Var_TON	Var_TOFF
X	Idle	0x01	\emptyset	X	X
\emptyset	Start Timer	0x00	1	TON ₁	TOFF ₁
1	Start Timer	0x00	1	TON ₂	TOFF ₂
\emptyset	Wave ON	0x30	1	X	X
1	Wave ON	0x6D	1	X	X
\emptyset	Wave OFF	0x30	\emptyset	X	X
1	Wave OFF	0x6D	\emptyset	X	X
X	Stop Timer	0x00	\emptyset	X	X

state_logic() truth table

each time the loop is executed

B_Flag	TMRO_Flag	Current state	current state +
0	X	Idle	Idle
1	X	Idle	start_Timer
X	X	Start_Timer	Wave_ON
X	0	Wave_ON	Wave_ON
X	1	Wave_ON	Wave_OFF
X	0	Wave_OFF	Wave_OFF
0	1	Wave_OFF	Wave_ON
1	1	Wave_OFF	Stop_Timer
X	X	Stop_Timer	Idle

This table is for setting all the state transitions

This is the way the main program is organized → FSM

