

# ECE 376 - Homework #8

Timer 2 Interrupts. Due Monday, March 27th  
Please email to jacob.glower@ndsu.edu, or submit as a hard copy, or submit on BlackBoard

## Measuring Time to 1ms with Timer2 Interrupts

- 1) Write a routine for a count-down timer with a resolution of 1ms
  - Time is measured to 1ms using Timer2 interrupts
  - Each interrupt, pin RC0 is toggled (outputting a 500Hz square wave on RC0)
  - Each interrupt (every 1ms), TIME is decremented to zero, stopping at zero
  - TIME is displayed on the LCD display to 1ms: xx.xxxx
  - When you press RB0, the time is reset to 5.000 seconds
  - When you press RB1, the time is reset to 10.000 seconds
  - When you press RB2, the time is reset to 15.000 seconds
  - When you press RB3, the time is reset to 20.000 seconds

Check the accuracy of your stopwatch

- Measure the frequency on RC0 when sent to a speaker using a cell phone app (Frequency Counter works)

## Generating Frequencies with Timer2 Interrupts

- 2) Write a routine which turns plays your PIC into a 1-string banjo using Timer2 interrupts
  - Play note frequency of music note D2 (73.42Hz) on pin RC0 when button RB0 is pressed
  - Check the accuracy of your music note using your cell phone (or whatever else you have on hand)
  - note: You might need to use a counter and toggle RC0 every 4th interrupt.

## Reflex Timer

Problem 3-7) Build an embedded system which measures your reflex time:

- Start a given trial by pressing and releasing RB0
- Once pressed, the PIC waits between 3.00 and 7.00 seconds (random)
- After that time, all of the lights on PORTA turn on.
- When the lights on PORTA turn on, press RB0 again.
- The time delay from when the lights turn on and you press RB0 is then recorded and displayed on the LCD.

- 3) Write a flow-chart for this program

*note: you should have two flow charts: one for the main routine, one for the interrupt*

- 4) Write the corresponding C code

- 5) Collect data on your reaction time

6) (Population A): From your data, determine

- The 90% confidence interval for your reaction time, and
- The probability that your next trial will be less than 200ms
- The probability that your average reaction time is less than 200ms

7) (Population B): Change something

- Have someone else take the test
- Take the test after drinking a pop
- etc.

Record a second set of data.

8) Determine the probability that

- A will have a lower reaction time than B in the next trial
- A has a lower average reaction time than B