ENGINE

Teaching online electronics, microcontrollers and programming in Higher Education

Programing of embedded systems

5. Digital Thermometer I2C

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Declaration

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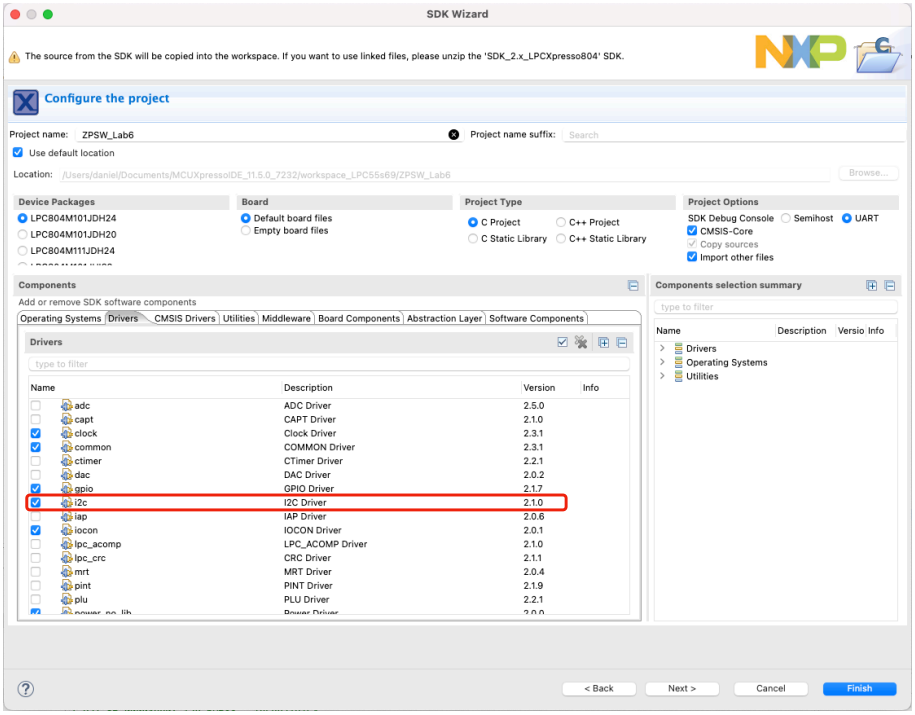
Programing of embedded systems

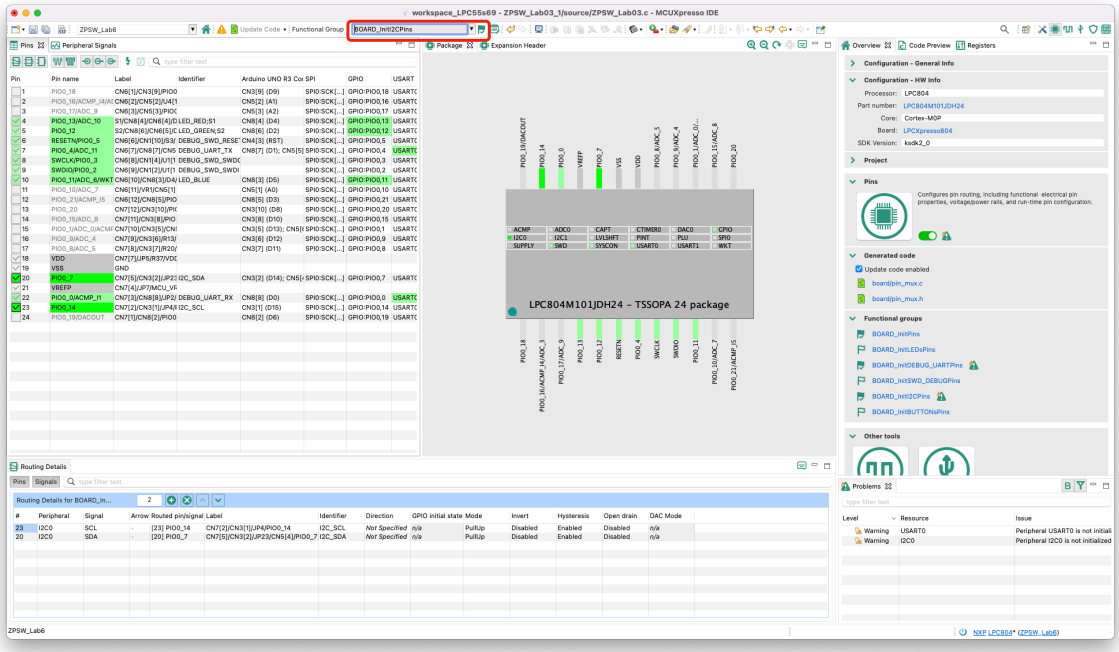
5. Digital thermometer I2C

I. Configuration of the I2C interface

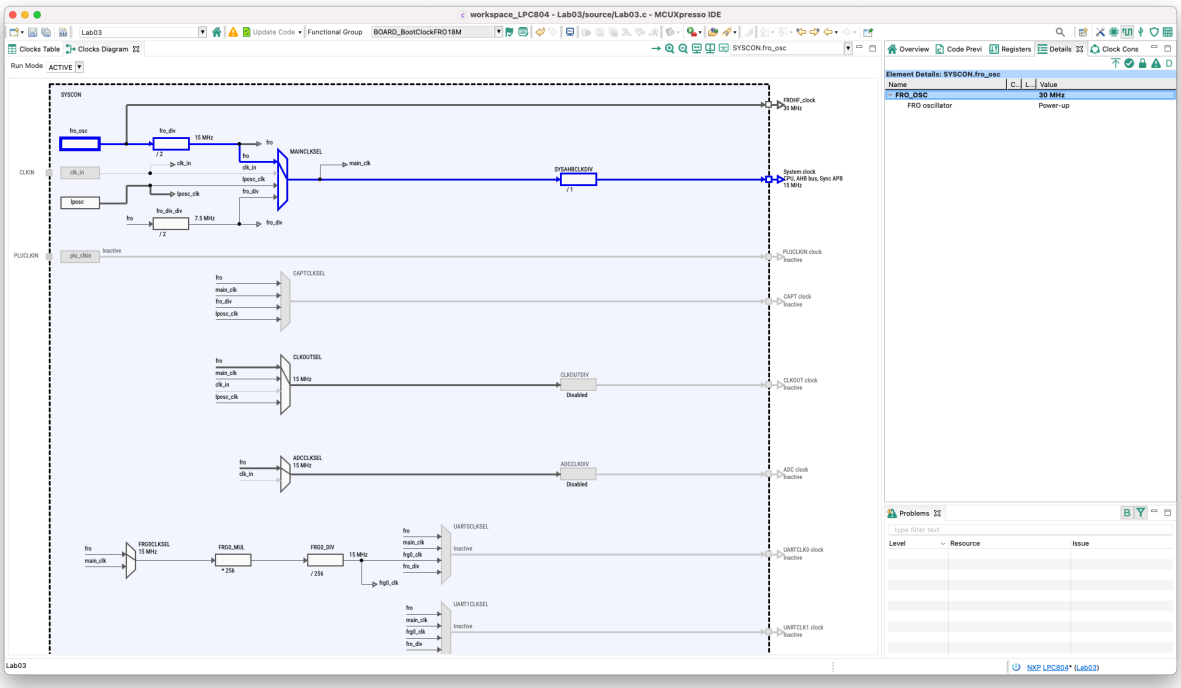
1. Create a new project for the *LPCXpresso804* board and name it eg *Lab05*. Add the *i2c* driver:



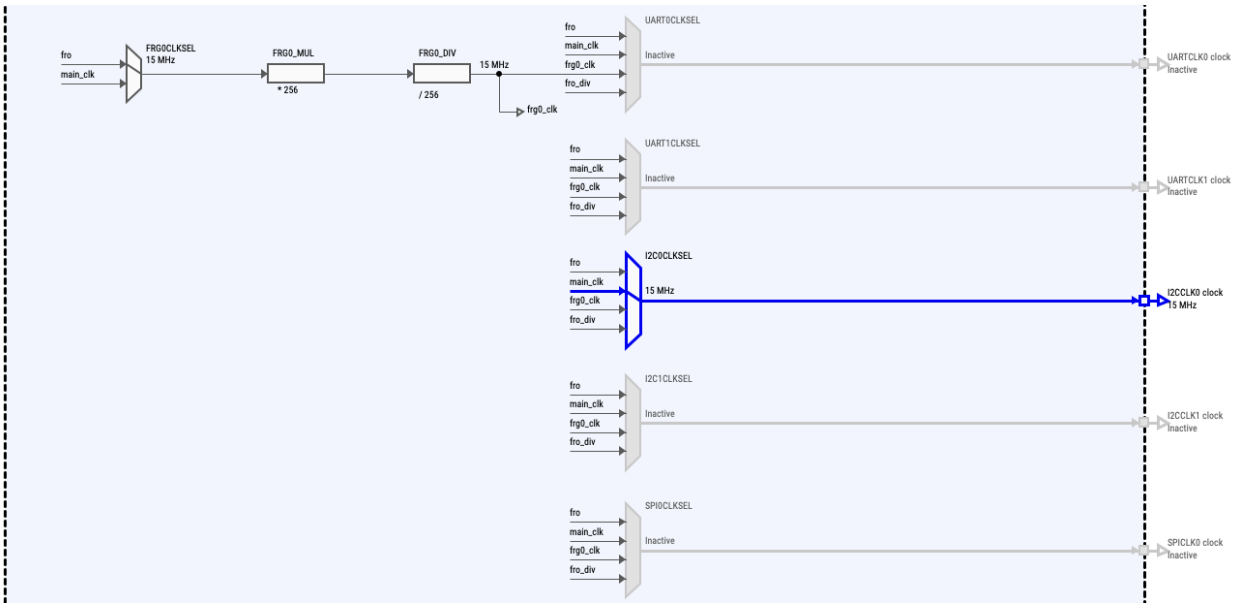
2. Go to Config Tools -> Open Pins. From the *Functional Group* menu select the *BOARD_InitI2CPins* preset, then activate it by selecting the flag icon on the left. The window now shows the automatically configured lines connected to I2C interface:



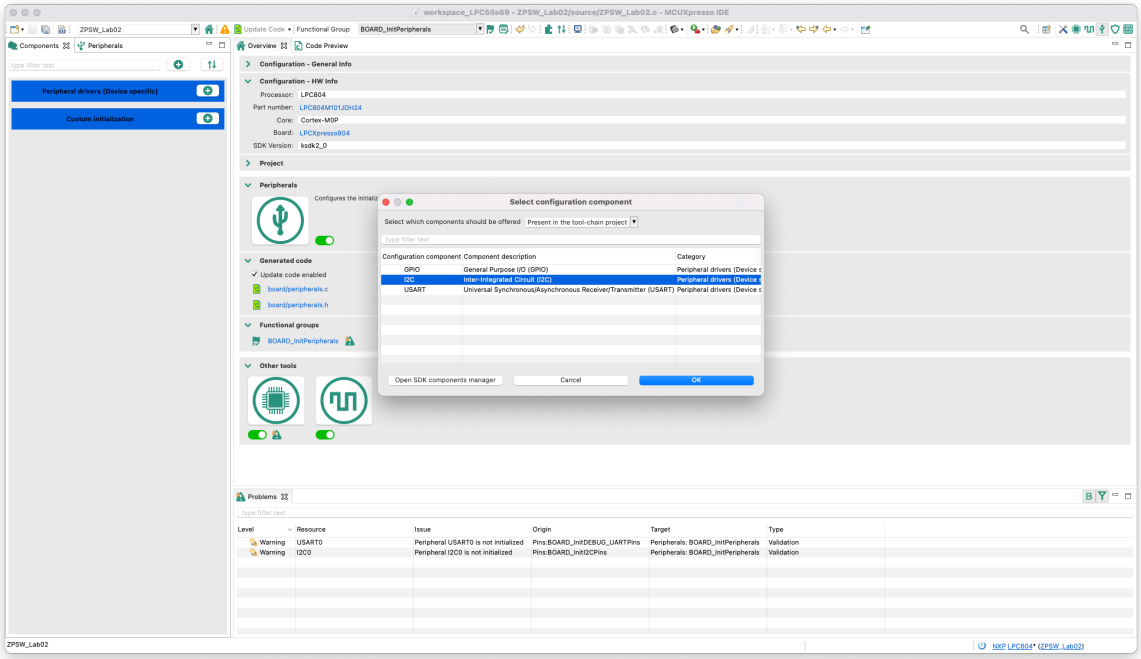
3. Go to the *Clocks* tab and then double-click on the *FRO_OSC* block and change the *FRO_OSC* to 30 MHz clock:



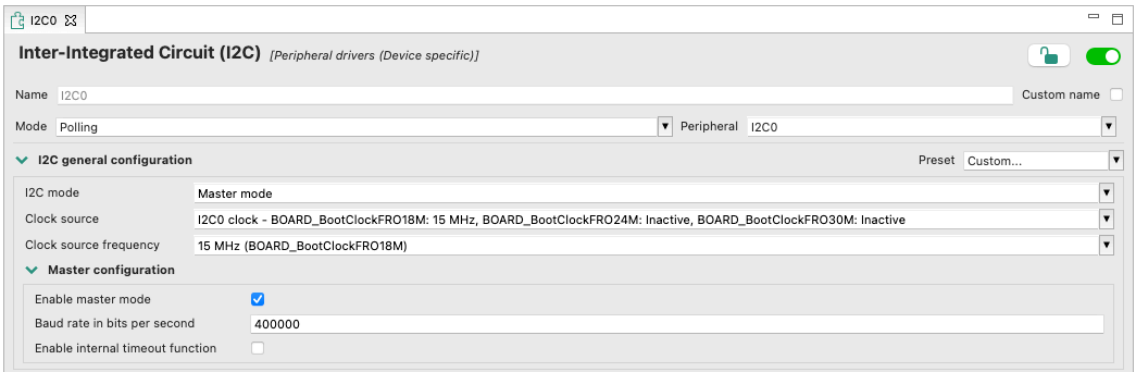
4. Next double-click on the *I2C0CLKSEL* block and set the *main_clk* (15 MHz) clock:



5. Go to the Peripherals tab and then click on *Peripheral* drivers and select *I2C* from the list:



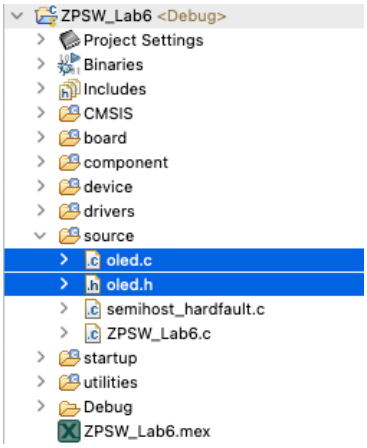
6. Select the *I2C0* interface and change the default baud rate to 400 000 bps:



Then click *Update Code* to generate the I2C configuration code.

II. Graphic display

1. Add the OLED display library to the project (drag files to workspace):

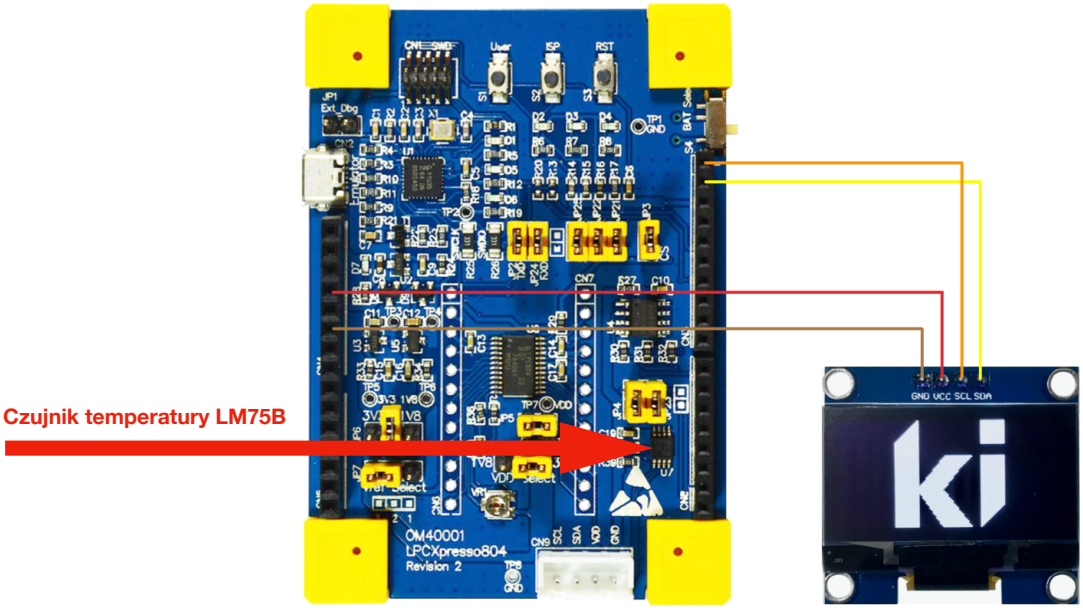


2. Go to the main project file and modify the code as below:

```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"
#include "oled.h"
/*
 * @brief   Application entry point.
 */
int main(void) {
          /* Init board hardware. */
          BOARD_InitBootPins();
          BOARD_InitBootClocks();
          BOARD_InitBootPeripherals();
#ifndef BOARD_INIT_DEBUG_CONSOLE_PERIPHERAL
          /* Init FSL debug console. */
          BOARD_InitDebugConsole();
#endif
          /* Initialize OLED */
          OLED_Init(I2C0_PERIPHERAL);
          OLED_Draw_Bitmap(LogoKI);
          OLED_Refresh_Gram();

          while(1) {
          }
          return 0 ;
}
```

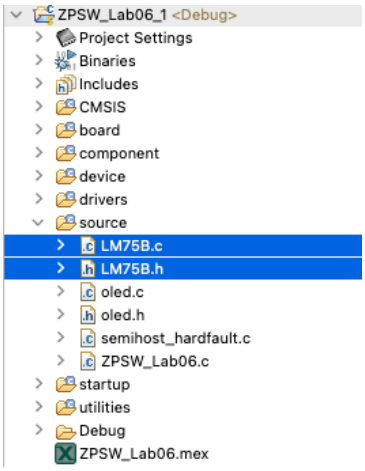
3. Connect the display to the prototype board according to the diagram below:



4. Build a project, program the microcontroller and check the operation.

III. LM75B library

1. Create thermometer library files. To do this, right-click on the source folder in workspace and then select *New-> Header File* and name it *LM75B.h.*
2. Similarly, by right-clicking on the source folder in workspace, select *New-> Source File* and name it *LM75B.c*:



3. Go to the *LM75.h* file and add the code:

```
#ifndef LM75B_H_
#define LM75B_H_

#include "fsl_i2c.h"

#define LM75_REG_TEMP (0x00) // Temperature Register
#define LM75_REG_CONF (0x01) // Configuration Register
#define LM75_ADDR     (0x48) // LM75 address

void  LM75B_Init(I2C_Type *base);
float LM75B_Read();

#endif /* LM75B_H_ */
```

4. Go to the *LM75.c* file and add the code:

```
#include "LM75B.h"

static I2C_Type *I2C_base=NULL;

void LM75B_Init(I2C_Type *base) {

          I2C_base=base;

          char data_write[2];

          data_write[0] = LM75_REG_CONF;
          data_write[1] = 0x02;

          if (kStatus_Success == I2C_MasterStart(I2C_base, LM75_ADDR, kI2C_Write)) {

                    I2C_MasterWriteBlocking(I2C_base, &data_write[0], 2, kI2C_TransferDefaultFlag);
                    I2C_MasterStop(I2C_base);
          }
}

float LM75B_Read() {

          char data_read[2];
          char data_write[1];
          float temp;
          int16_t v;

          data_write[0] = LM75_REG_TEMP;

          if (kStatus_Success == I2C_MasterStart(I2C_base, LM75_ADDR, kI2C_Write)) {

                    I2C_MasterWriteBlocking(I2C_base, &data_write[0], 1, kI2C_TransferNoStopFlag);
```

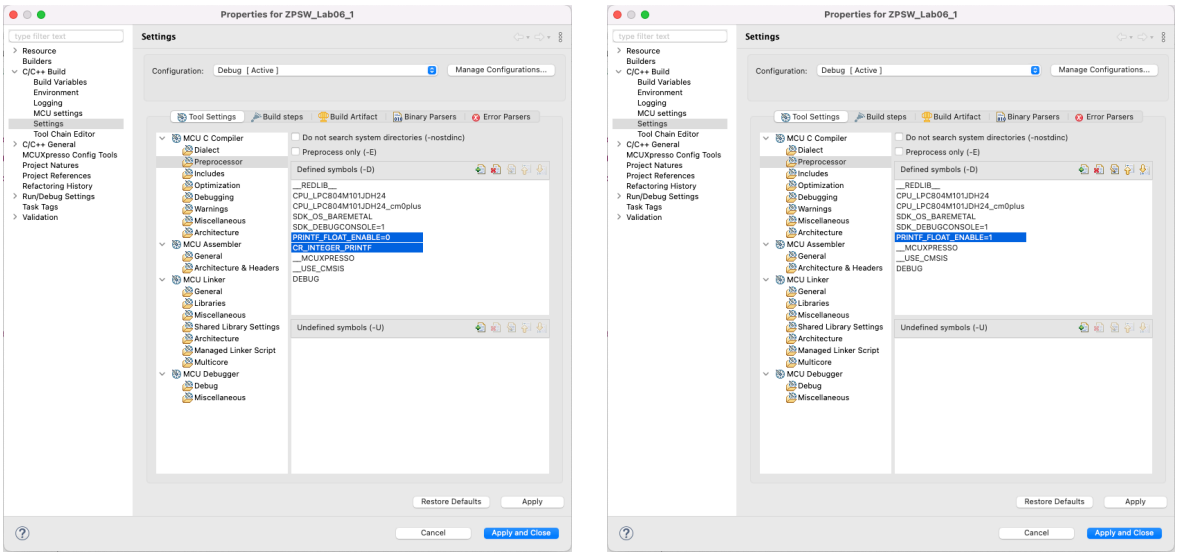
```
                I2C_MasterRepeatedStart(I2C_base, LM75_ADDR, kI2C_Read);
                I2C_MasterReadBlocking(I2C_base, &data_read[0], 2, kI2C_TransferDefaultFlag);

                I2C_MasterStop(I2C_base);
        }

        v= (data_read[0] << 8) | data_read[1];
        temp = v / 256.0; // temperature value in Celsius

        return temp;
}
```

5. Go to project settings. Right-click on the project name, select *Properties* and then *Settings -> Preprocessor*. Change the *PRINTF_FLOAT_ENABLE* flag to 1 and remove the *CR_INTEGER_PRINTF* flag:



6. Go to the main program file and modify the code:

```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"
#include "oled.h"
#include "LM75B.h"

char sbuff[32];
float temp;

/*
 * @brief   Application entry point.
 */
int main(void) {

        /* Init board hardware. */
        BOARD_InitBootPins();
        BOARD_InitBootClocks();
        BOARD_InitBootPeripherals();
#ifndef BOARD_INIT_DEBUG_CONSOLE_PERIPHERAL
        /* Init FSL debug console. */
        BOARD_InitDebugConsole();
#endif

        /* Initialize OLED */
        OLED_Init(I2C0_PERIPHERAL);
        OLED_Draw_Bitmap(LogoKI);
        OLED_Refresh_Gram();

        /* Initialize LM75 */
        LM75B_Init(I2C0_PERIPHERAL);

        while(1) {

                OLED_Clear_Screen(0);

                temp = LM75B_Read();

                sprintf(sbuff, "t: %.3f C", temp);
```

```
                    OLED_Puts(0,0, sbuff);

                    OLED_Refresh_Gram();
          }
          return 0 ;
}
```

7. Build the project, program the chip and check the temperature reading (you can gently touch the LM75B chip to change the temperature).

IV. Simple GUI

1. Add a 7-segment display simulation for temperature display:

```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"
#include "oled.h"
#include "LM75B.h"

char sbuff[32];
float temp;

/*
 * @brief   Application entry point.
 */
int main(void) {

          /* Init board hardware. */
          BOARD_InitBootPins();
          BOARD_InitBootClocks();
          BOARD_InitBootPeripherals();
#ifndef BOARD_INIT_DEBUG_CONSOLE_PERIPHERAL
          /* Init FSL debug console. */
          BOARD_InitDebugConsole();
#endif

          /* Initialize OLED */
          OLED_Init(I2C0_PERIPHERAL);

          /* Initialize LM75 */
          LM75B_Init(I2C0_PERIPHERAL);

          while(1) {

                    temp = LM75B_Read();

                    OLED_Clear_Screen(0);

                    OLED_7segf(0, 4, temp, 4, 1, 1);
                    OLED_Puts(105, 1, "C");

                    OLED_Refresh_Gram();
          }
          return 0 ;
}
```

2. Build the project, program the chip and check the temperature reading.
3. Add a bargraph:

```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"
#include "oled.h"
#include "LM75B.h"

char sbuff[32];
float temp;

#define T_MIN       0
#define T_MAX       40


void Bargraph(uint8_t x, uint8_t y, uint8_t w, uint8_t h, float min, float max, float v) {

          if(v<min) {
                    v=min;
          }
          if(v>max) {
                    v=max;
          }
```

```
          v = ((v-min)*w)/(max-min);

          OLED_Draw_Rect(x , y, x+w-1, y+h-1, 1);
          OLED_Draw_Fill_Rect(x+2, y+2, x+v-3 , y+h-3, 1);
}

/*
 * @brief   Application entry point.
 */
int main(void) {

          /* Init board hardware. */
          BOARD_InitBootPins();
          BOARD_InitBootClocks();
          BOARD_InitBootPeripherals();
#ifndef BOARD_INIT_DEBUG_CONSOLE_PERIPHERAL
          /* Init FSL debug console. */
          BOARD_InitDebugConsole();
#endif

          /* Initialize OLED */
          OLED_Init(I2C0_PERIPHERAL);

          /* Initialize LM75 */
          LM75B_Init(I2C0_PERIPHERAL);

          while(1) {

                    temp = LM75B_Read();

                    OLED_Clear_Screen(0);

                    OLED_7segf(0, 4, temp, 4, 1, 1);
                    OLED_Puts(105, 1, "C");

                    Bargraph(0, 45, 128, 8, T_MIN, T_MAX, temp);

                    sprintf(sbuff, "%d", T_MIN);
                    OLED_Puts(0, 7, sbuff);
                    sprintf(sbuff, "%3d", T_MAX);
                    OLED_Puts(110, 7, sbuff);

                    OLED_Refresh_Gram();
          }
          return 0 ;
}
```

4. Build the project, program the chip and check the temperature reading.

V. Exercises

1. Check barograph indications for different ranges *T_MIN* and *T_MAX*..
2. Implement a moving average filter a certain number of measurements given by the equation:

$$y(n) = \frac{1}{N}\sum_{k=0}^{N-1} x(n-k) \quad \text{dla } n = 0, 1, 2, 3, \ldots$$

in *FilterAVG* function:

```
#include <stdio.h>
#include "board.h"
#include "peripherals.h"
#include "pin_mux.h"
#include "clock_config.h"
#include "LPC804.h"
#include "fsl_debug_console.h"
#include "oled.h"
#include "LM75B.h"

char sbuff[32];
float temp;

#define T_MIN       0
#define T_MAX       40
#define N 16

float FilterAVG(float x) {

}
```

```
void Bargraph(uint8_t x, uint8_t y, uint8_t w, uint8_t h, float min, float max, float v) {

          if(v<min) {
                    v=min;
          }
          if(v>max) {
                    v=max;
          }
          v = ((v-min)*w)/(max-min);

          OLED_Draw_Rect(x , y, x+w-1, y+h-1, 1);
          OLED_Draw_Fill_Rect(x+2, y+2, x+v-3 , y+h-3, 1);
}

/*
 * @brief   Application entry point.
 */
int main(void) {

          /* Init board hardware. */
          BOARD_InitBootPins();
          BOARD_InitBootClocks();
          BOARD_InitBootPeripherals();
#ifndef BOARD_INIT_DEBUG_CONSOLE_PERIPHERAL
          /* Init FSL debug console. */
          BOARD_InitDebugConsole();
#endif
          /* Initialize OLED */
          OLED_Init(I2C0_PERIPHERAL);

          /* Initialize LM75 */
          LM75B_Init(I2C0_PERIPHERAL);

          while(1) {

                    temp = LM75B_Read();
                    temp = FilterAVG(temp);

                    OLED_Clear_Screen(0);

                    OLED_7segf(0, 4, temp, 4, 1, 1);
                    OLED_Puts(105, 1, "C");

                    Bargraph(0, 45, 128, 8, T_MIN, T_MAX, temp);

                    sprintf(sbuff, "%d", T_MIN);
                    OLED_Puts(0, 7, sbuff);
                    sprintf(sbuff, "%3d", T_MAX);
                    OLED_Puts(110, 7, sbuff);

                    OLED_Refresh_Gram();
          }
          return 0 ;
}
```