

## Tiva C Code

```
#include <stdint.h>
#include <stdbool.h>
#include "inc/hw_memmap.h"
#include "inc/hw_types.h"
#include "driverlib/pin_map.h"
#include "driverlib/debug.h"
#include "driverlib/sysctl.h"
#include "driverlib/adc.h"
#include "driverlib/gpio.h"
#include "driverlib/uart.h"

#include "inc/hw_ints.h"
#include "inc/hw_timer.h"
#include "driverlib/timer.h"
#include "driverlib/interrupt.h"

#define HH_BUF_SIZE 5 // record hh pos'n for ~4ms*25 = ~100ms
#define M_BUF_SIZE 16

#define HH_THRESH0 6
#define HH_THRESH1 40

char hhEn = 1;

char mBuf[M_BUF_SIZE]; //
char mTail = 0;
char mHead = 0;
char mCnt = 0;

uint32_t hhBuf[HH_BUF_SIZE]; //
char hhHead = 0;
char hhTail = 1;

char difCnt = 0;
signed char difference = 0;
char absDif;
char hhDif[HH_BUF_SIZE - 1];
char i = 0;

//Arrays for storing ADC FIFO values
uint32_t ui32ADC0Value[2] = {};
uint32_t ui32ADC1Value[2] = {};
int temp = 0;
int temp2 = 0;

char digit = '0';
```

## Tiva C Code

```
char digit2 = '0';

unsigned long int ulbase=0;
unsigned long int ulbase2=0;

//-----

void inc_hhHead(void){

    if(hhHead == (HH_BUF_SIZE - 1)){
        hhHead = 0;
    }
    else {
        hhHead++;
    }
}

void inc_hhTail(void){

    if(hhTail == (HH_BUF_SIZE - 1)){
        hhTail = 0;
    }
    else {
        hhTail++;
    }
}

//-----

// ISR for Timer0
void Timer0IntHandler(void){

    // Clear the timer interrupt
    TimerIntClear(WTIMER1_BASE, TIMER_TIMA_TIMEOUT);

    //Clear interrupt flag
    ADCIntClear(ADC1_BASE, 2);
    //Trigger ADC
    ADCProcessorTrigger(ADC1_BASE, 2);
    //wait for conversion
    while(!ADCIntStatus(ADC1_BASE, 2, false)){
    }
    //retrieve data
    ADCSequenceDataGet(ADC1_BASE, 2, ui32ADC1Value);

    hhBuf[hhHead] = (*ui32ADC1Value-1450)/20; // scale to 0- 127 value -1500)/19
```

## Tiva C Code

```
difference = (hhBuf[hhHead] - hhBuf[hhTail]);
absDif = abs(difference);

//UARTCharPut(UART0_BASE, hhBuf[hhHead]);

if(absDif > HH_THRESH0){

    UARTCharPut(UART0_BASE, hhBuf[hhHead]);
    //UARTCharPut(UART0_BASE, ' ');

    if(difference<0 && hhEn==1 && absDif>HH_THRESH1 && hhBuf[hhHead]<0x18) {
// Splash
        hhEn = 0;
        TimerEnable(WTIMER0_BASE, TIMER_A);
        UARTCharPut(UART0_BASE, 0xFF);
        //UARTCharPut(UART0_BASE, ' ');
    }

    else if (difference>0 && hhEn==1 && absDif>HH_THRESH1 && hhBuf[hhHead]>0x68) {
// Chick
        hhEn = 0;
        TimerEnable(WTIMER0_BASE, TIMER_A);
        UARTCharPut(UART0_BASE, 0x00);
        //UARTCharPut(UART0_BASE, );
    }
}

inc_hhHead();
inc_hhTail();
}

void Timer1IntHandler(void){

    // Clear the timer interrupt
    TimerIntClear(WTIMER0_BASE, TIMER_TIMA_TIMEOUT);

    hhEn = 1;        // enable the hh to make another chick soundwhen the timer runs out
}
```

# Tiva C Code

```
//-----  
  
int main(void){  
  
    //Set clock to 40Mhz  
    SysCtlClockSet(SYSCTL_SYSDIV_5|SYSCTL_USE_PLL|SYSCTL_OSC_MAIN|SYSCTL_XTAL_16MHZ);  
  
    /* Set the clock for the GPIO Port F and WTIMER-1*/  
    SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOF);  
    SysCtlPeripheralEnable(SYSCTL_PERIPH_WTIMER1);  
    //Set timer  
    TimerDisable(WTIMER1_BASE, TIMER_A);  
    TimerConfigure(WTIMER1_BASE, TIMER_CFG_SPLIT_PAIR|TIMER_CFG_A_PERIODIC);  
    ulbase=40000;    //  
    TimerLoadSet(WTIMER1_BASE, TIMER_A,ulbase);  
    TimerPrescaleSet(WTIMER1_BASE,TIMER_A,0x0003);  
    //IntMasterEnable();  
    TimerIntRegister(WTIMER1_BASE, TIMER_A, Timer0IntHandler);  
    TimerIntEnable(WTIMER1_BASE, TIMER_TIMA_TIMEOUT);  
    IntEnable(INT_WTIMER1A);  
    TimerEnable(WTIMER1_BASE,TIMER_A);  
  
    /* Set the clock for the GPIO Port F and WTIMER-1  
    //SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOF);  
    SysCtlPeripheralEnable(SYSCTL_PERIPH_WTIMER0);  
    //Set timer  
    TimerDisable(WTIMER0_BASE, TIMER_A);  
    TimerConfigure(WTIMER0_BASE, TIMER_CFG_SPLIT_PAIR|TIMER_CFG_A_ONE_SHOT);  
    ulbase2=1000000;  
  
    // Set amount of time to disable hh pedal after  
a chick  
    TimerLoadSet(WTIMER0_BASE, TIMER_A, ulbase2);  
    TimerPrescaleSet(WTIMER0_BASE,TIMER_A,0x0003);  
    IntMasterEnable();  
    TimerIntRegister(WTIMER0_BASE, TIMER_A, Timer1IntHandler);  
    TimerIntEnable(WTIMER0_BASE, TIMER_TIMA_TIMEOUT);  
    IntEnable(INT_WTIMER0A);  
    TimerEnable(WTIMER0_BASE, TIMER_A);  
  
    // */
```

## Tiva C Code

```
//enable GPIO Port A to access UART0
SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOA);
SysCtlPeripheralEnable(SYSCTL_PERIPH_UART0);
//configure pins for uart
GPIOPinConfigure(GPIO_PA1_U0TX);
GPIOPinTypeUART(GPIO_PORTA_BASE, GPIO_PIN_0|GPIO_PIN_1);
//configure UART for 115,200 baud rate, 8 data bits, 1 stop bit, and 0 parity
UARTConfigSetExpClk(UART0_BASE, SysCtlClockGet(), 115200,
(UART_CONFIG_WLEN_8|UART_CONFIG_STOP_ONE|UART_CONFIG_PAR_NONE));
//enable UART
UARTEnable(UART0_BASE);

//enable GPIO Port F to access LEDs
SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOF);
//configure LED pins as output
GPIOPinTypeGPIOOutput(GPIO_PORTF_BASE, GPIO_PIN_1|GPIO_PIN_2|GPIO_PIN_3);

//enable GPIO Port E to access pins AIN0 and AIN1
SysCtlPeripheralEnable(SYSCTL_PERIPH_GPIOE);

//enable ADC0
SysCtlPeripheralEnable(SYSCTL_PERIPH_ADC0);
//configure Pin PE3 (AIN0) for ADC usage
GPIOPinTypeADC(GPIO_PORTE_BASE, GPIO_PIN_3);
//Before Configuring ADC Sequencer 3, it should be OFF
ADCSequenceDisable(ADC0_BASE, 3);
//configure ADC sequencer
ADCSequenceConfigure(ADC0_BASE, 3, ADC_TRIGGER_PROCESSOR, 0);
//configure ADC sequencer steps
ADCSequenceStepConfigure(ADC0_BASE, 3, 0, ADC_CTL_CH0|ADC_CTL_IE|ADC_CTL_END);
//enable ADC sequencer
ADCSequenceEnable(ADC0_BASE, 3);

//enable ADC1
SysCtlPeripheralEnable(SYSCTL_PERIPH_ADC1);
//configure Pin PE2 (AIN1) for ADC usage
GPIOPinTypeADC(GPIO_PORTE_BASE, GPIO_PIN_2);
//Before Configuring ADC Sequencer 2, it should be OFF
```

## Tiva C Code

```
ADCSequenceDisable(ADC1_BASE, 2);  
//configure ADC sequencer  
ADCSequenceConfigure(ADC1_BASE, 2, ADC_TRIGGER_PROCESSOR, 0);  
//configure ADC sequencer steps  
ADCSequenceStepConfigure(ADC1_BASE, 2, 0, ADC_CTL_CH1|ADC_CTL_IE|ADC_CTL_END);  
//enable ADC sequencer  
ADCSequenceEnable(ADC1_BASE, 2);  
  
while(1){  
  
}  
  
}
```