

CSC211 Laboratory9

Background Information

As you probably know, speakers produce sound by vibrating and pushing air. This sets up a physical oscillation of particles in the air column, which in turn causes tiny bones within our inner ear to vibrate. We perceive these bone vibrations as audible sound.

STK500 Expansion Headers:

See pages 3-21 to 3-22 in the STK500 User Guide. The diagram on page 3-21 shows the positions and orientations of two expansion headers, where additional electronic devices can be plugged into the STK500 development boards. The diagrams on page 3-22 give the pinouts for each of the expansion headers. For example, you can locate entries for PA0 through PA7 toward the bottom of *Figure 3-30: Expansion Connector 0 Pinout*. If a device is plugged into PA0, it will be connected to pin 0 of Port A. Similarly, PA1 through PA7 are connected to pins 1 through 7 of Port A, and the position labeled GND is connected to ground.

In this laboratory, you will use one Port A pin and one ground pin. I have covered most of the positions on both headers with electrical tape, leaving only Port A and ground exposed. This is to help you locate the positions you want, and to help you avoid using incorrect positions (some of which could damage the STK500 boards).

Laboratory Exercises

1. Get a speaker from the parts cabinet, and read the background notes above regarding the expansion headers on the STK500. To connect the speaker to the AVR, attach one lead to ground (via the expansion header) and the other lead to one of the Port A pins (again via the expansion header). You can make these connections by attaching one end of a wire to the speaker lead and inserting the other end directly into the expansion header socket. You do not need to include a resistor, or anything else, to complete the circuit.
2. Write an assembly program that causes the speaker to sound. To do this, your program should send an oscillating signal to the speaker, much as you have done to blink LEDs in the past. However, this time the frequency of the signal must be much faster so that it falls within the audible range.

Your program should include a function that causes a delay, and the delay length (number of iterations) should be passed to the function as a parameter. *Hint: Remember to set up the processor stack at the top of your program!*

You may have to experiment with the length of delay that will cause an audible sound. The exact number of iterations required for a given tone may be different for you than for others, because the number of instructions in your loop will effect the resulting delay length. I suggest trying a counter somewhere in the range of 2^8 to 2^{12} . You should also ensure that the two portions of the signal (when the output is high and when it is low) have the same length. Finally, note that if the frequency you are sending is too low to be audible, the speaker will click; if it is too high, you will hear nothing.

3. Modify your program (or write a new one) such that the speaker plays two different tones: one if any of the STK500 buttons are pressed, and another if not. Your program should accomplish this by passing a different value (ie, a different delay time) to your function under these different circumstances.
4. *For those with extra time:*
Write a program that can produce a pre-defined sequence of tones (eg, a major scale). To do this, load a sequence of delay times into SRAM. Then each time one of the buttons is pressed (ie, changes its value from 1 to 0), read the next delay time from SRAM and use that new value for subsequent calls to your delay function. *If you get this far, please turn page over...*

A few facts about sound frequencies:

Note that if tone A is one octave above tone B, A's frequency will be twice that of B.

Western scales divide the octave into twelve equal half-steps (eg, from C to C# to D, etc). This means that if note A is one half-step above note B, the frequency of A is a factor of $2^{\frac{1}{12}}$ greater than the frequency of B.