

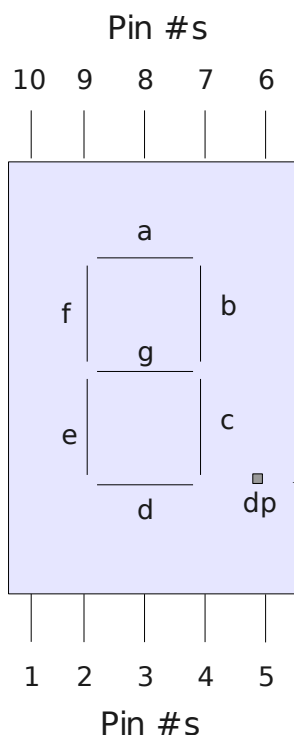
## Background Information

### 7-segment displays:

The diagram below shows the common names for each segment of a 7-segment display, as well as the pin numbering for the particular parts we will use in this laboratory. The table below gives the pinout for the displays we will use as well.

Each segment of the display is a separate LED that you will control with your AVR. The displays we will use are “common cathode” displays, meaning that to light a segment you send +5V (logical 1) to the associated pin. To turn it off, send logical 0.

To complete the circuit, you must connect both pins 3 and 8 to ground. You should use a ground supplied by the AVR, and you should connect 150 Ohm resistors in this circuit (i.e., between each of the ground pins and ground) to moderate the current flow. You do not need resistors for the other 8 pins.



Pin No.	Segment
1	e
2	d
3	Ground
4	c
5	dp
6	b
7	a
8	Ground
9	f
10	g

### STK500 Expansion Headers:

Recall that pages 3-21 to 3-22 in the STK500 User Guide give pinouts for the board's two expansion headers. You can use them to determine which position is associated with each PORTA bit.

## Laboratory Exercises

1. Review the background material regarding 7-segment displays given above.
2. In this step you will connect a 7-segment display to Port A of your AVR. You can use space on the protoboard to mount the 7-segment display and the two 150 Ohm resistors you will need. Then run wires from the eight AVR Port A pins and an AVR ground pin to power and ground your circuit. You can access these pins through Expansion Header 0 of the STK500. *(You will not use the power and ground lines supplied by the protoboard for this lab.)*

Before you begin wiring, decide which pin on Port A you will associate with each segment of the display. You may find it useful to write down your choices for later reference.

3. Write a program that reads input from the switches and passes the input directly to the 7-segment display. (This is very similar to a previous lab exercise where you “mirrored” the input from the switches onto the STK500 LEDs.) You can use this program to test your circuit, by pressing one button at a time and checking that the segment you intended to light gets lit.
4. Think about which segments you need to light to represent the digits 0 to 9. Then write a program that causes the 7-segment display to count from 0 to 9, or perhaps from 0 to F in hex. If needed, you can also send the counter value to the STK500 LEDs via Port B to help debug the program.

### **For those with extra time:**

5. Write a program that accepts input from the lower-order four switches, interprets the input value as a binary number (0 to 15), and outputs the corresponding hex digit on the 7-segment display.