

Table of Contents

Introduction	11
Target Audience	11
What is an Embedded System?	11
Why use the C Programming Language?	13
Prerequisites	13
The Approach Taken in this Book	19
Some Good Advice	19
1 Your First C Program	20
1.1 About the Programming Tools	20
1.2 Downloading the DJGPP Compiler	22
1.3 Installing the DJGPP Compiler	23
1.4 Setting Up the DJGPP Compiler	25
1.5 Installing the Compiler from the Elektor Website	28
1.6 How C Programs are Created	29
1.7 Start Programming	30
1.8 Compiling the Program	31
1.9 About Your First C Program	35
1.10 Analysing the Program	35
1.10.1 Characters and Strings	35
1.10.2 Functions	36
1.10.3 Program Statements	36
1.10.4 Preprocessor Directives	37
1.10.5 Whitespace Characters	37
1.11 Exercises	37
1.11.1 Solutions	38
1.12 Summary	38
2 C Basics	40
2.1 Setting up Programmer's Notepad	40
2.1.1 Some General Settings	40
2.1.2 A New Program to Compile	43
2.1.3 Setting up Programmer's Notepad to Run the DJGPP Compiler	45
2.1.4 A Keyboard Shortcut for the Compiler	47
2.1.5 Setting Up Programmer's Notepad to Run Programs	48
2.2 How the sticky.c Program Works	50
2.3 Input, Output and Variables	51
2.3.1 Variables	53
2.3.2 Getting Input from the User – the <code>scanf()</code> Function	55
2.4 Variable Types	57
2.4.1 Floating Point Variables	57
2.4.2 Character Variables	58
2.5 Arithmetic Operators	59
2.6 Field Width Specifiers	61

2.7	Compiling and Linking	61
2.7.1	Some Compile and Link Experiments	63
2.8	Errors and Warnings	64
2.8.1	Compile Errors	64
2.9	Link Errors	66
2.10	Exercises	67
2.10.1	Solutions	68
2.11	Summary	69
3	Comparative Operators and Decisions	71
3.1	Comparative Operators	71
3.1.1	True and False	71
3.2	Decisions	72
3.2.1	Using <code>if</code> to Make a Decision	73
3.2.2	Using <code>else</code> in Conjunction with <code>if</code>	73
3.2.3	The <code>=</code> Operator and the <code>==</code> Operator	75
3.2.4	Using <code>else if</code> in Conjunction with <code>if</code>	77
3.3	Exercises	79
3.3.1	Solutions	79
3.4	Summary	80
4	The <code>while</code> Loop	82
4.1	The <code>while</code> Loop	82
4.2	Using <code>if</code> Inside the <code>while</code> Loop	84
4.3	The Guess My Number Game	85
4.4	Back to the Temperature Controller Example	86
4.5	Commenting Programs	88
4.6	Programming Style	89
4.7	Exercises	91
4.7.1	Solutions	91
4.8	Summary	93
5	Functions	94
5.1	Your Second Function	95
5.2	Passing Data to a Function	96
5.3	Passing More Than One Value to a Function	97
5.4	Passing a Variable to a Function	98
5.5	Getting a Value Back from a Function	99
5.6	Passing Values to a Function and Receiving a Value Back	100
5.7	Flashing LED Simulation Program	101
5.8	Pre-processor Directives	102
5.9	Functions Calling Functions	106
5.10	Using Multiple Source Files	107
5.11	Header Files	108
5.12	The <code>make</code> Program and Make File	109
5.12.1	How the Make File Works	112

5.13	How Functions Relate to Linking and Library Files	112
5.14	Exercises	113
5.14.1	Solutions	113
5.15	Summary	115
6	Number Systems	117
6.1	Binary Basics	117
6.2	The Need for Binary Numbers	118
6.3	Numbering Systems	119
6.3.1	A Quick Look at Decimal Numbers	119
6.3.2	Binary Numbers	120
6.3.3	Hexadecimal Numbers	124
6.4	Working with Hexadecimal Numbers in C	129
6.4.1	Field Width Specifiers Revisited	131
6.5	The ASCII Alphanumeric Code	133
6.6	Exercises	137
6.6.1	Solutions	137
6.7	Summary	138
7	Memory and Microcontrollers	139
7.1	Memory Basics	139
7.2	A Look at a Memory Chip	140
7.3	How Microprocessors Access Memory and Peripherals	144
7.4	Pointers	145
7.5	More on C Data Types	148
7.6	Choosing a Microcontroller and Embedded System	152
7.7	Summary	155
8	Your First Embedded C Program	157
8.1	How Embedded Programming Differs from PC Programming	157
8.2	The Embedded C Programming Tools	160
8.3	The YAGARTO Toolchain	160
8.3.1	Installing YAGARTO	161
8.3.2	Testing the YAGARTO Installation	163
8.3.3	Running Eclipse for the First Time	163
8.4	Writing Your First Embedded Program	164
8.4.1	The <code>while(1)</code> Loop	164
8.4.2	About the Source Code	165
8.4.3	Opening the Program in Eclipse	165
8.4.4	Modifying the Program to Run on Your Embedded System	169
8.4.5	Modifying the Make File	174
8.4.6	Loading the Program to Flash Memory	174
8.4.7	A Brief Explanation of the Project Files	178
8.5	Exercises	179
8.6	Summary	180

9	Embedded I/O & Memory Maps	181
9.1	Loading a Program into SRAM	182
9.2	Writing to More than One LED	183
9.2.1	The Program's New C Language Elements	188
9.3	Reading the Switches and Writing to the LEDs (I/O)	189
9.4	The AT91SAM7S Memory Map	194
9.5	A Closer Look at the PIO Controller	195
9.6	Exercises	199
9.6.1	Solutions	199
9.7	Summary	199
10	The DBGU Serial Port	201
10.1	Hardware Requirements for PC to μ C Serial Communications	201
10.1.1	Serial Cable	201
10.1.2	USB to RS-232 Serial Adapter	203
10.2	Programming the Serial Port	203
10.2.1	About the DBGU Serial Port Hardware	209
10.2.2	How the <code>serial_tx</code> Program Works	211
10.3	Using the <code>sprintf()</code> Function	213
10.4	Receiving Data on the Serial Port	215
10.5	Exercises	217
10.5.1	Solutions	217
10.6	Summary	218
11	Previous C Topics Revisited	219
11.1	Serial Port Driver	219
11.2	Format Specifiers	220
11.3	Escape Sequences	221
11.4	Loops	224
11.4.1	A <code>while</code> Loop that uses <code>break</code> and <code>continue</code>	224
11.4.2	The <code>do while</code> Loop	225
11.4.3	The <code>for</code> Loop	226
11.5	Nested Loops and Decisions	227
11.6	Decision Making with the <code>switch</code> Statement	229
11.7	The Conditional Operator	231
11.8	Functions and Pointers	233
11.8.1	Returning More Than One Value from a Function	235
11.9	Variables and Scope	236
11.9.1	Global Variables	236
11.10	Static Variables	237
11.11	Floating Point Data Types	238
11.12	Casts	238
11.13	Exercises	239
11.13.1	Solutions	239
11.14	Summary	240

12	Arrays and Strings	242
12.1	Arrays	242
12.2	Strings	246
12.2.1	Writing to a String	248
12.2.2	Initialising a String	250
12.2.3	C Library String Functions	251
12.3	Arrays and Addresses	252
12.3.1	Passing an Array to a Function	254
12.4	Strings as Pointers	256
12.5	A Look at the <code>DBGUTxMSG()</code> Function	256
12.6	Multidimensional Arrays	257
12.7	Exercises	260
12.7.1	Solutions	261
12.8	Summary	261
13	Bit Manipulation and Logical Operators	263
13.1	Bit Manipulation with Bitwise Operators	263
13.1.1	Why Do We Need Bitwise Operators?	266
13.1.2	The Left and Right Shift Operators	269
13.1.3	The C Assignment Operators	271
13.2	Logical Operators	272
13.3	Operator Precedence	275
13.4	Exercises	276
13.4.1	Solutions	276
13.5	Summary	277
14	More Hardware Programming	278
14.1	The AT91SAM7S Timer Counter	278
14.2	The Analogue to Digital Converter (ADC)	281
14.3	Using the Timer and Interrupt	283
14.4	The Watchdog Timer	286
14.5	Summary	288
15	Wrapping Up	290
15.1	Structures	290
15.1.1	Pointers to Structures	293
15.2	Unions	294
15.3	Enumerated Type	296
15.4	The <code>typedef</code> Declarator	299
15.5	Storage Class Specifiers	300
15.6	Type Qualifiers	301
15.7	The <code>goto</code> Statement	301
15.8	A List of All C Keywords	302
15.9	More Preprocessor Directives	302
15.10	Debugging	303
15.11	Some Final Example Programs	303
15.11.1	Voltmeter	303

15.11.2 Voltmeter with ADC Filtering	305
15.11.3 Stopwatch	305
15.12 Summary	306
Appendix A: The ASCII Table	308
Appendix B: Source Code and Software	310
PC programs Chapter 1 to Chapter 7	310
Embedded Programs Chapter 8 to Chapter 15	313
Software Programs	316
Index	317