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Lastname_description_of_paper.pdf

no spaces

use underscore

Arduna S → John C

Vikram → Samyuktha

Genya → Walter

Guanguyi → Eashwar

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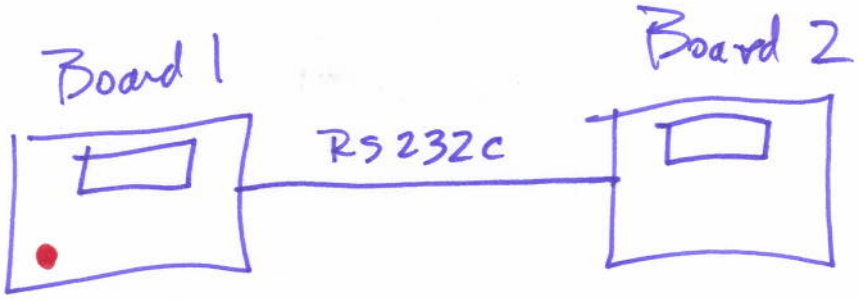
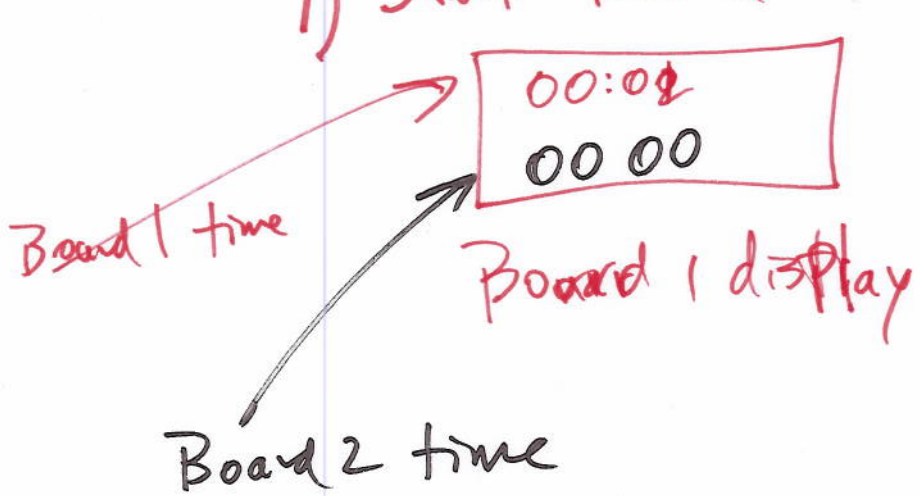
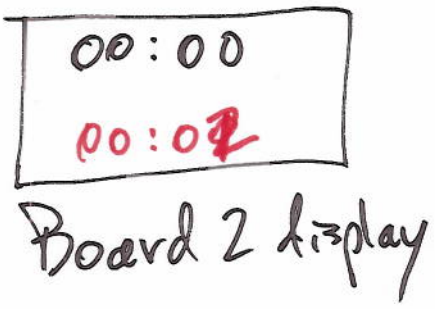
Lab1



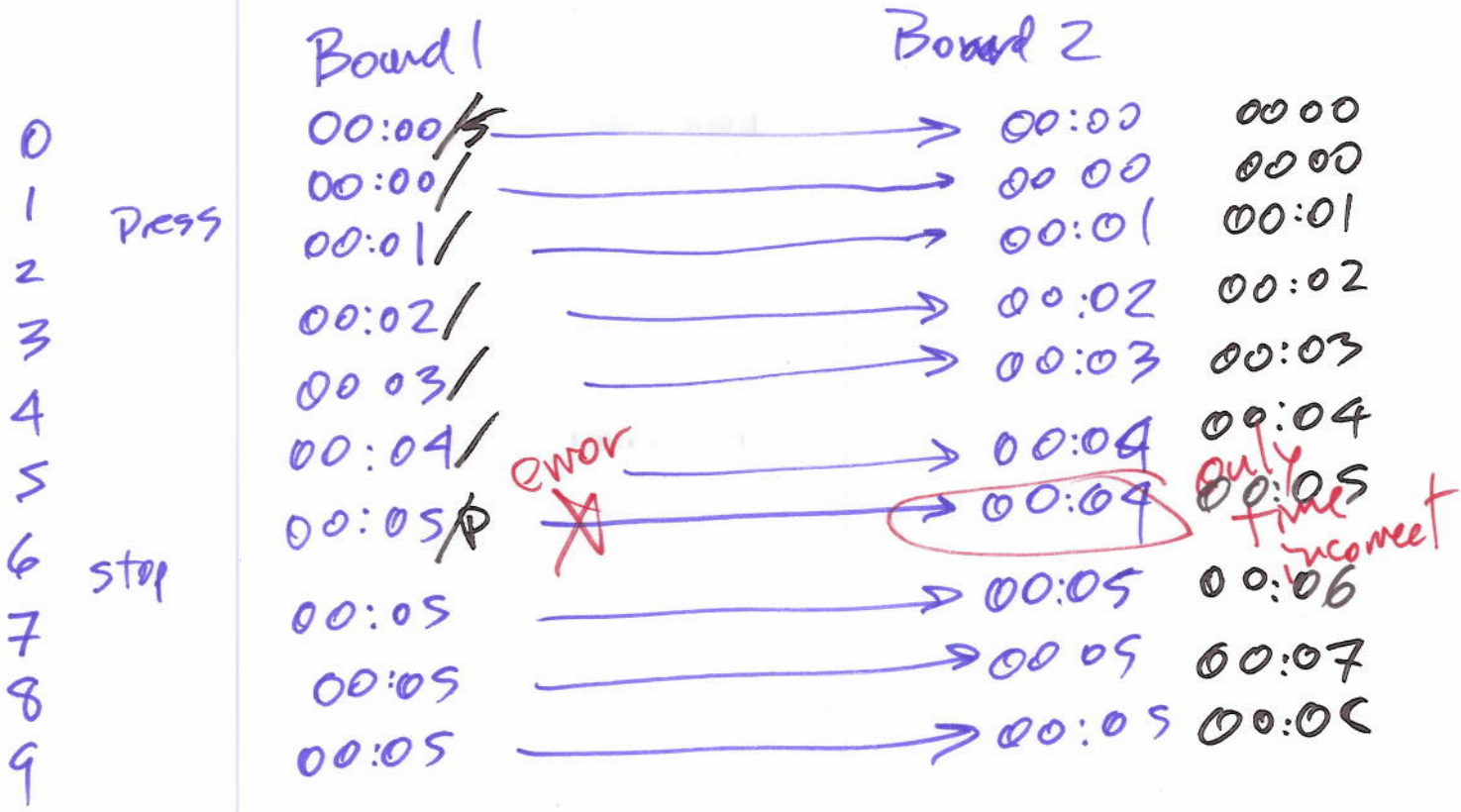
1) You can press a start, stop button on each board to start a timer. Display the time on your board.

1) start Board 1





2) 2 way to "communicate"
   A) Send 3 different characters representing start, stop, reset
   B) Every second, send to the other board your time display.



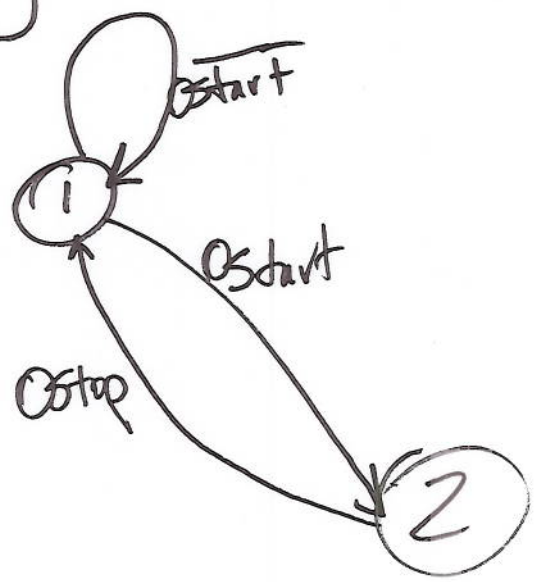
START = S
STOP = P
RESET = R

If you send
4 chars (0000)(0001)

1 char = N bits
11 bits
Start
Stop
Parity

44 bits / 1200 bps = 0.036 sec
for time

1) No timers running - either
2) own running, other not
3) own not, other running
4) both running



4

3

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Architecture

ISR_Receive
ISR_Transmit
ISR_Timer
Main
Setup
SW1
SW2

```
char ourtime[6] =
    "00:00";
char othertime[6] =
    "00:00";
int send_char_count;
int receive_char_count;
```

ISR_Receive

```
move char to othertime[receive_char_count]
if char = null
    receive_char_count = 0
else
    receive_char_count++;
```