LAB #5: Interrupting Keypad Interface

Lab writeup is due to your TA at the beginning of your next scheduled lab. Don’t put this off to the last minute! There is pre-lab work to complete before the start of the next lab. NO LATE LAB REPORTS WILL BE ACCEPTED.

1 Objectives

- Redesign the hardware and software interface between a keypad and a microcomputer using interrupts.

2 Reading

- Read Chapter 4 on interrupts.
- Read Section 6.2.3 on output compare periodic interrupt
- Read section 8.1 about keyboard scanning and debouncing.

3 Background

In this lab, you will redesign the keypad interface from the last lab using interrupt synchronization. There are two advantages to interrupts in this application. First, placing keypad input into a background thread, allows the main program to execute other tasks while waiting for key entries. Second, interrupts give the ability to create accurate and bounded interface delays. You have three options for implementing interrupts in this lab. First, you can use an external interrupt with the STRA pin. Second, you can use real-time interrupts to implement periodic polling. Third, you can read ahead and use output capture periodic polling. The choice is yours.

4 Parts

Depending on how you choose to implement the interrupt, you may need some external logic gates which are available in the ECE lab for purchase.

5 Software

Below is a prototype for your keypad device driver:

1. Data structures: global, protected (accessed only by device driver, not the user)
   - **OpenFlag**: Boolean that is true if the keyboard port is open, initially false, set to true by **KeyOpen**, set to false by **KeyClose**, should be in static storage.
   - **Fifo**: FIFO queue with **Clr**, **Put**, and **Get** operations. This should be dynamic storage created by **KeyOpen**.

2. Initialization routines (called by user)
   - **KeyOpen**: Initialization of the keyboard port, sets **OpenFlag** to true, initializes the hardware, returns error code if unsuccessful (hardware non-existent, already open, etc.), no input parameters, output parameter is error code.
KeyClose - release of keyboard port, sets OpenFlag to false, returns error code if not previously open.

3. Regular I/O calls (called by user to perform I/O)
   KeyIn - input an key value from the keyboard port, tries to Get a byte from the Fifo, returns data if successful, returns error code if unsuccessful (device not open, Fifo empty, etc.).
   KeyStatus - returns the status of the keyboard port, returns true if a call to KeyIn would return with a key (i.e., there is data in the Fifo), returns false if a call to KeyIn would not return right away, but rather it would wait.

4. Support software (protected, not directly accessible by the user)
   There is one interrupt service handler: KeyHan which should occur every 20 ms, scan, debounce, and deal with 1 or 2 key rollover.

6 Tasks

Note: In order to use lab time efficiently, you should complete the first 3 tasks before your lab section.

1. Prepare a schematic for your design including all chips, pin numbers, and resistor values (note, you will need pull-up resistors on all the keypad inputs).

2. Rewrite your low-level keypad device driver using interrupts.

3. Combine your security code access program with the count_a.asm program. In other words, your security system should count on your LEDs when no keys are being pressed. But, it should accept a security code when there are key presses.

4. Connect your circuit and debug your software.

7 Writeup

Include the following items. In this lab, only one writeup per team is required.

1. Your hardware schematic.

2. A printout of your assembly code.