

EEE204 - Introduction to Embedded Systems

Experiment 1

Objectives

- Become familiar with the MSP430F5529 USB LaunchPad development kit and its basic components.
- Understand the basic anatomy of an assembly language program.
- Become familiar with the process of assembling, uploading, debugging, and executing an assembly language program using CCS.
- Learn how to examine and modify MSP430 memory and register contents.
- Learn how to do arithmetic operations MSP430.

Materials

- Code Composer Studio IDE
- MSP430F5529 USB LaunchPad development kit

PROCEDURE

1. Connect the LaunchPad to the computer via the USB cable provided with it.
2. Start Code Composer Studio (CCS).
3. Create new project (**File**→**New**→**CCS Project**).
4. Enter the name of the project.
5. Choose “**MSP430x5xx Family**” as project type and choose “**MSP430F5529**” as your target device .
6. Select “**Empty-Assembly-only Project**” in **Project template and examples** section.
7. You don't need any more additional settings, you can click “**Finish**” and create the project.
8. The program will automatically create a “**main.asm**” file. Do not change anything in this file for now, you will write your codes in “**Main loop here**” part.
9. Do the following tasks.

Experimental Work

E1

- Write a program to perform following operation in Assembly.
 $23BC+12DE=369A$
- Save your program by clicking (**File**→**Save**).
- Build the project (**Project**→**Build Project**).
- Debug the application (**Run**→**Debug**).
- Click **Run**→**Resume** to start the application.
- Observe the CPU registers and memory.
- Click **Run**→**Terminate** to stop the application and to exit the debugger.

```
;-----  
; MSP430 Assembler Code Template for use with TI Code Composer Studio  
;  
;-----  
        .cdecls C,LIST,"msp430.h"          ; Include device header file  
  
;-----  
        .def      RESET                    ; Export program entry-point to  
                                           ; make it known to linker.  
  
;-----  
        .text                               ; Assemble into program memory.  
        .retain                             ; Override ELF conditional linking  
                                           ; and retain current section.  
        .retainrefs                         ; And retain any sections that have  
                                           ; references to current section.  
  
;-----  
RESET    mov.w    #__STACK_END,SP          ; Initialize stackpointer  
StopWDT  mov.w    #WDTPW|WDTHOLD,&WDTCTL ; Stop watchdog timer  
  
;-----  
; Main loop here  
;-----  
main:  
        mov.w    #23BCH,R5  
        mov.w    #12DEH,R6  
        add     R5,R6  
  
        jmp main  
  
;-----  
; Stack Pointer definition  
;-----  
        .global  __STACK_END  
        .sect    .stack  
  
;-----  
; Interrupt Vectors  
;-----  
        .sect    ".reset"                  ; MSP430 RESET Vector  
        .short   RESET
```

E2

- Write a program to perform following operation in Assembly.
 $4565-2565=2000$
- Do the same steps in task 1.

```
; Main loop here
```

```
;
```

```
main:
```

```
    mov.w #4565H,R5  
    mov.w #2565H,R6  
    sub   R6,R5
```

```
    jmp main
```

E3

- Write a program to perform following operation in Assembly.
 $2565-4565=E000$.
- Do the same steps in task 1.

```
; Main loop here
```

```
;
```

```
main:
```

```
    mov.w #4565H,R5  
    mov.w #2565H,R6  
    sub   R5,R6
```

```
    jmp main
```