Project A - Timer and Calculator

Introduction:

You are expected to develop a count-up and count-down digital timer. It includes a keypad input and LED display. It is also expected to perform simple arithmetic calculation on single-digit decimal data. The project will cover most of the I/O assignment, interrupt and timer usage. User-friendly design and functionality are expected.

Functional Requirements:

As timer

- Counting with the time interval of 1 second.
- Count up and count down from any preset initial value.
- ♦ "Start", "stop" and "reset" functions
- Buzzer for one cycle overflow

As calculator

- Perform +, -, x, ÷ for a pair of single-digit decimal input data e.g. 3 x 5 = 15
- ♦ For division, only the quotient is displayed
- ♦ Use an additional LED to represent the sign (+ or -)
- ♦ "Clear" function

Display

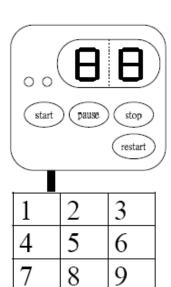
- At least two digits
- Either 7-segment LED or dot matrix LCD

Input

- ♦ 4-by-3 keypad
- For the preset of timer's initial value and the input of calculator

Optional features

- Pause control function
- Additional LED for counting number of overflows
- Display of the remainder for division operation (by press a button)



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Project B - Monotonic Frequency Detector

Introduction:

The detector is able to detect / capture the frequency of a periodic input signal. You can imagine it as a detector for tuning the musical instrument in the right scale by playing the note that is matched with the detector's expectation. However, it is not required to use a true audio signal. Artificially generated signals can be used for simulation.

Functional Requirements:

Frequency detection:

- ♦ Accept frequency from signal generator with 5 Vpp (square wave)
- ♦ Detectable frequencies (C D E F G A B):

С	D	Е	F	G	A	В
256 Hz	298 Hz	341 Hz	384 Hz	405 Hz	448 Hz	490 Hz

♦ Error: ±10%

Display options:

- 7-segment LED for display of frequency
- ♦ LEDs for detection result

Optional feature:

Detection of audio signals generated by guitar or other instruments.

