Left side (pins 1–14):

	RESET	PCINT5	PC6	1
0	RXD	PCINT16	PD0	2
1	TXD	PCINT17	PD1	3
2	INT0	PCINT18	PD2	4
OC2B — PWM — 3	INT1	PCINT19	PD3	5
T0 — 4	XCK	PCINT20	PD4	6
	VCC			7
	GND			8
OSC1 — XTAL1	PCINT6	PB6	9
OSC2 — XTAL2	PCINT7	PB7	10
OC0B — PWM — 5	T1	PCINT21	PD5	11
OC0A — PWM — 6	AIN0	PCINT22	PD6	12
7	AIN1	PCINT23	PD7	13
ICP1 — 8	CLKO	PCINT0	PB0	14

Right side (pins 28–15):

28	PC5	PCINT13	ADC5 — A5	SCL
27	PC4	PCINT12	ADC4 — A4	SDA
26	PC3	PCINT11	ADC3 — A3	
25	PC2	PCINT10	ADC2 — A2	
24	PC1	PCINT9	ADC1 — A1	
23	PC0	PCINT8	ADC0 — A0	
22	GND			
21	AREF			
20	VCC			
19	PB5	PCINT5	SCK — 13	
18	PB4	PCINT4	MISO — 12	
17	PB3	PCINT3	OC2A — 11 — PWM — MOSI	
16	PB2	PCINT2	OC1B — 10 — PWM — SS	
15	PB1	PCINT1	OC1A — 9 — PWM	

ATMEGA328

Atmega328 Pinout

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Barnett Et.Al

Programming The Atmel Atmega328p In C:

C Programming for the Pc the Mac and the Arduino Microcontroller System Peter D Minns,2013-11-12 Many systems today use the C programming language as it is available for most computers This book looks at how to produce C programs to execute on a PC or a MAC computer It also looks at the Arduino UNO micro controller and describes how to write C programs usng the Arduino wired C functions as well as using standard ANSI C with direct access to the micro controller registers of the Ardunio UNO This can lead to improved efficiency of the programs Most of the Hardware available in the Arduino micro controller is described and programs provided showing how to control and use them There is a chapter on how to create your own programs and also how to change a program created to execute on the Arduino so that it can run on a different micro controller such as the Microchip PIC This allows the Arduino to be used as a rapid prototype system The book also contains many working program examples with additional workshop exercises for the reader to study

Introduction to Embedded Systems David Russell,2022-05-31 Many electrical and computer engineering projects involve some kind of embedded system in which a microcontroller sits at the center as the primary source of control The recently developed Arduino development platform includes an inexpensive hardware development board hosting an eight bit ATMEL ATmega family processor and a Java based software development environment These features allow an embedded systems beginner the ability to focus their attention on learning how to write embedded software instead of wasting time overcoming the engineering CAD tools learning curve The goal of this text is to introduce fundamental methods for creating embedded software in general with a focus on ANSI C The Arduino development platform provides a great means for accomplishing this task As such this work presents embedded software development using 100% ANSI C for the Arduino s ATmega328P processor We deviate from using the Arduino specific Wiring libraries in an attempt to provide the most general embedded methods In this way the reader will acquire essential knowledge necessary for work on future projects involving other processors Particular attention is paid to the notorious issue of using C pointers in order to gain direct access to microprocessor registers which ultimately allow control over all peripheral interfacing Table of Contents Introduction ANSI C Introduction to Arduino Embedded Debugging ATmega328P Architecture General Purpose Input Output Timer Ports Analog Input Ports Interrupt Processing Serial Communications Assembly Language Non volatile Memory **C Programming for Microcontrollers** Joe Pardue,2005 Do you want a low cost way to learn C programming for microcontrollers This book shows you how to use Atmel s 19 99 AVR Butterfly board and the FREE WinAVR C compiler to make a very inexpensive system for using C to develop microcontroller projects Students will find the thorough coverage of C explained in the context of microcontrollers to be an invaluable learning aide Professionals even those who already know C will find many useful tested software and hardware examples that will speed their development work Test drive the book by going to www smileymicros com and downloading the FREE 30 page pdf file Quick Start Guide for using the WinAVR Compiler with ATMEL

s AVR Butterfly which contains the first two chapters of the book and has all you need to get started with the AVR Butterfly and WinAVR In addition to an in depth coverage of C the book has projects for 7Port I O reading switches and blinking LEDs 7UART communication with a PC 7Using interrupts timers and counters 7Pulse Width Modulation for LED brightness and motor speed control 7Creating a Real Time Clock 7Making music 7ADC Analog to Digital Conversion 7DAC Digital to Analog Conversion 7Voltage light and temperature measurement 7Making a slow Function Generator and Digital Oscilloscope 7LCD programming 7Writing a Finite State Machine The author an Electrical Engineer Official Atmel AVR Consultant and award winning writer makes the sometimes tedious job of learning C easier by often breaking the in depth technical exposition with humor and anecdotes detailing his personal experience and misadventures   EForth as Arduino Sketch Chen-Hanson Ting,2020-05-14 eForth as an Arduino Sketch Last year I decided to retire from electronics and microcontrollers So I cleaned out my study and my garage gave away all my tools and spare parts I realized that I should not be a hardware engineer I am only a programmer and should just work on software Then when I visited my brother in Denver last summer I saw that my niece was working on a couple of Arduino Boards On an Arduino board there was a microcontroller in a DIP socket That was very interesting When I came back I bought a couple of Arduino Uno Boards and have been working on them since I had to buy back tools and many electronic parts and ate my vow to stay away from hardware Arduino Uno is a lovely small cheap and readily accessible microcontroller board The operating system and the programming environment Arduino 0022 is a good match to the Arduino Uno Board Through a single USB cable you can upload programs from a PC to Arduino Uno and then communicate with the Uno through the same cable using RS232 protocol You write programs in C language as sketches in Arduino 0022 and the sketches are compiled and then uploaded to the ATmega328P microcontroller on Arduino Uno for execution Sketches are C programs greatly simplified to the point that you just have to fill lines of code in the two following routines setup loop All intricacies and complications in the C language and its associated compiler and linker are taken care of by the Arduino 0022 system No wonder Arduino is such a huge success FORTH is a programming language much better suited for microcontrollers than C FORTH is really a programming language with a built in operating system It has an interpreter and a compiler so that you can write programs in small modules and interactively test and debug them You can build large applications quickly and debug them thoroughly FORTH also gives you access to all the hardware components in the microcontroller and all of the IO devices connected to the microcontroller So I ported a very simple FORTH model 328eForth over to the ATmega328P microcontroller It was written in AVR assembly language and had to be assembled in the AVR Studio 4 IDE from Atmel Corp and then uploaded to ATmega328P through a separated AVRISP mkll programming cable Once 328eForth is uploaded to ATmega328P it can communicate with the PC through the Arduino USB cable BUT 328eForth cannot be uploaded through the USB cable because Arduino 0022 requires a bootloader pre loaded in the ATmega328P to upload sketches and 328eForth must use the bootloader section of flash memory in ATmega328P to store commands which

writes new code into the application section of the flash memory at run time For the serious FORTH programmer a 328eForth system gives you the ultimate control over the ATmega328P microcontroller For the much larger Arduino user community we need a FORTH implementation which is compatible with the Arduino 0022 system Here is my solution ceForth_328 It is written in C as a sketch It can be compiled and uploaded by Arduino 0022 Once it is uploaded to the Atmega328P microcontroller it communicates with the PC through the Arduino USB cable However new FORTH commands are compiled only into the RAM memory in ATmega328P You have only about 1 5 KB of RAM memory to store new commands and when you turn off Arduino Uno these new commands are lost In spite of these limitations ceForth_328 is still a very useful system You can learn FORTH and use if to evaluate Arduino Uno for various applications You can also use it to learn about the ATmega328P microcontroller because it allows you to read and to write all the IO registers Find the sketch and soon more at https wiki forth ev de doku php projects 430eforth start arduino_uno_und_arduino_nano   Bootloader Source Code for Atmega328p Using Stk500 for Microsoft Windows Herb Norbom,2013-09-01 Step by Step instructions on how to put a bootloader on to the ATMega328P using the ISP STK500 programer The how and why of the bootloader revealed build your own bootloader The complete source code is included Using avr gcc C programing language Detailed instructions for hooking the STK500 to your computer and breadboard Diagrams and instructions on building your breadboard included Book is aimed at the Microsoft Windows user This book starts with the assumption that you want to know how to write a bootloader in the C programming language That you want to learn how to use an ISP STK500 programer You want to understand the microchip s fuses and lock bit settings and change them as you desire That you want to load your own bootloader on to the microchip You will cover the Makefile for compiling your program and uploading on to your microchip Learn how to build your own library for programs and headers that you want to include in your programs This includes a uart c program and a uart h file The steps needed to accomplish the loading of your bootloader are walked through giving the reader good direction The exhibits that are included greatly enhance the visualization of the process The book includes the complete source code for all programs and header files The complete Makefiles are also provided The source code and instructions for loading a test programs are also included Even the eeprom memory is lightly covered While this is a technical subject the author provides a great deal of insight and documentation on the process The book goes into good depth without getting hopelessly lost in computer science lingo   The Avr Microcontroller and Embedded Systems Using Assembly and C Sepehr Naimi,Sarmad Naimi,Muhammad Ali Mazidi,2017-11-13 The AVR microcontroller from Atmel now Microchip is one of the most widely used 8 bit microcontrollers Arduino Uno is based on AVR microcontroller It is inexpensive and widely available around the world This book combines the two In this book the authors use a step by step and systematic approach to show the programming of the AVR chip Examples in both Assembly language and C show how to program many of the AVR features such as timers serial communication ADC SPI I2C and PWM The text is organized into two

parts 1 The first 6 chapters use Assembly language programming to examine the internal architecture of the AVR 2 Chapters 7 18 uses both Assembly and C to show the AVR peripherals and I O interfacing to real world devices such as LCD motor and sensor The first edition of this book published by Pearson used ATmega32 It is still available for purchase from Amazon This new edition is based on Atmega328 and the Arduino Uno board The appendices source codes tutorials and support materials for both books are available on the following websites http www NicerLand com and http www MicroDigitalEd com AVR AVR_books htm **Atmel Arm Programming for Embedded Systems** Muhammad Ali Mazidi,2017-02-09 Why Atmel ARM The AVR is the most popular 8 bit microcontroller designed and marketed by the Atmel now part of Microchip Due to the popularity of ARM architecture many semiconductor design companies are adopting the ARM as the CPU of choice in all their designs This is the case with Atmel ARM The Atmel SAM D is a Cortex M0 chip A major feature of the Atmel SAM D is its lower power consumption which makes it an ideal microcontroller for use in designing low power devices with IoT It is an attempt to bring Atmel AVR Ease of Use to ARM Cortex M0 Based Microcontrollers Why this book We have a very popular AVR book widely used by many universities This book attempts to help students and practicing engineers to move from AVR to ARM programming It shows programming for interfacing of Atmel ARM SAM D to LCD Serial COM port DC motor stepper motor sensors and graphics LCD It also covers the detailed programming of Interrupts ADC DAC and Timer features of Atmel ARM SAM D21 chip All the programs in this book are tested using the SAM D21 trainer board with Keil and Atmel Studio IDE compiler It must be noted that while Arduino Uno uses the Atmel 8 bit AVR microcontroller the Arduino Zero uses the Atmel ARM SAMD21 chip See our website www MicroDigitalEd com **Arduino and EForth** Chen-Hanson Ting,2018-11-08 All these years I have been looking for microcontroller platforms on which I can teach people how to program in the FORTH language I designed a training course I called Firmware Engineering Workshop I could train an open minded engineer to program in FORTH in about a week with a reasonable capable platform i e a microcontroller evaluation board with a FORTH operating system loaded Good platforms are expansive and low cost platforms are inadequate What I did was to grab any microcontroller board at hand and used it It did not work well because what I taught could not be easily replicated by people at home People got frustrated when they could not reproduce results I demonstrated Then I found the Arduino Uno Board The microcontroller evaluation board I need must have a microcontroller with reasonable capabilities An 8 bit microcontroller with a fast clock is adequate 16 bit of 32 bit microcontrollers are of course much better The board must have at least 8 KB of ROM memory and 1 KB of RAM memory It must also have a USART port to communicate with a terminal emulator on a host PC Any other I O devices will be icings on the cake The more the better Arduino Uno has all of the components I listed above It is also inexpensive costing only 29 It uses ATmega328P a very interesting microcontroller which has 32 KB of flash memory enough to host a FORTH operating system 2 KB of RAM and many I O devices to build substantial applications Arduino Uno also has a USB port which connects to a PC and an USART device in ATmega328P This serial

interface is necessary for a FORTH system so that you can run and program ATmega328P interactively from a terminal emulator on the PC as the complete Forth is on the chip Arduino Uno is a lovely machine You connect it through a USB cable to your PC and you can program it to do many interesting things Its microcontroller ATmega328P running at 16 MHz is very capable of running many interesting applications The template of a sketch which is the software in Arduino 0022 captures the essence of firmware programming in casting user applications in two statements setup and loop It eliminates all the syntactic statements required by a normal C program and exposes to you only the core of an application However Arduino software insulates you from the intricate nature of ATmega328P microcontroller its instruction set and its I O devices Instead you are given a library of useful routines which are used to build applications The insulation initially helps you to program the microcontroller in a C like high level programming language However being an 8 bit microcontroller ATmega328P in C language will run out of gas when application demands performance At this point you will have to get down to the bare metal to push ATmega328P to its limit Then you have to learn its instruction set and all its I O devices and perhaps program it in assembly language The best alternative approach is to program ATmega328P in the FORTH language FORTH exposes ATmega328P to you You can interactively examine its RAM memory its flash memory and all the I O devices surrounding the CPU You can incrementally add small pieces of code and test them exhaustively An interactive programming and debugging environment greatly accelerates program development and ensures the quality of the program Since 1990 I have been promoting a simple FORTH language model called eForth This model consists of a kernel of 30 primitive FORTH commands which have to be implemented in machine instructions of a host microcontroller and 190 compound FORTH commands constructed from the primitive commands and other compound commands By isolating machine dependent commands from machine independent commands the eForth model can be easily ported to many different microcontrollers This model is ported to ATmega328P and the result is the 328eForth system **Explore ATtiny Microcontrollers Using C and Assembly Language** Warwick A. Smith,2021 Embedded C Programming And The Atmel Avr Richard H. Barnett,2007 **Microchip AVR® Microcontroller Primer** Steven F. Barrett,Daniel J. Pack,2019-09-19 This textbook provides practicing scientists and engineers a primer on the Microchip AVR microcontroller The revised title of this book reflects the 2016 Microchip Technology acquisition of Atmel Corporation In this third edition we highlight the popular ATmega164 microcontroller and other pin for pin controllers in the family with a complement of flash memory up to 128 KB The third edition also provides an update on Atmel Studio programming with a USB pod the gcc compiler the ImageCraft JumpStart C for AVR compiler the Two Wire Interface TWI and multiple examples at both the subsystem and system level Our approach is to provide readers with the fundamental skills to quickly set up and operate with this internationally popular microcontroller We cover the main subsystems aboard the ATmega164 providing a short theory section followed by a description of the related microcontroller subsystem with accompanying hardware and software to operate the subsystem In all examples we

use the C programming language We include a detailed chapter describing how to interface the microcontroller to a wide variety of input and output devices and conclude with several system level examples including a special effects light emitting diode cube autonomous robots a multi function weather station and a motor speed control system   Microchip AVR Programming Using ATmega Microcontrollers Ivan Volosyak,2021   AVR Microcontroller and Embedded Systems: Pearson New International Edition Muhammad Ali Mazidi,Sarmad Naimi,Sepehr Naimi,2013-11-01 For courses in Embedded System Design Microcontroller s Software and Hardware Microprocessor Interfacing Microprocessor Assembly Language Programming Peripheral Interfacing Senior Project Design Embedded System programming with C The AVR Microcontroller and Embedded Systems Using Assembly and C features a step by step approach in covering both Assembly and C language programming of the AVR family of Microcontrollers It offers a systematic approach in programming and interfacing of the AVR with LCD keyboard ADC DAC Sensors Serial Ports Timers DC and Stepper Motors Opto isolators and RTC Both Assembly and C languages are used in all the peripherals programming In the first 6 chapters Assembly language is used to cover the AVR architecture and starting with chapter 7 both Assembly and C languages are used to show the peripherals programming and interfacing   *Embedded C Programming And The Atmel Avr {with Cd-Rom}* Barnett Et.Al,2009   *Bootloader Source Code for Atmega328P Using Stk500 for Debian Linux* Herb Norbom,2013-09 Step by Step instructions on how to put a bootloader on to the ATMega328P using the ISP STK500 programer The how and why of the bootloader revealed build your own bootloader The complete source code is included Using avr gcc C programing language Detailed instructions for hooking the STK500 to your computer and breadboard Diagrams and instructions on building your breadboard included Book is aimed at the Debian Linux user This book starts with the assumption that you want to know how to write a bootloader in the C programming language That you want to learn how to use an ISP STK500 programer You want to understand the microchip s fuses and lock bit settings and change them as you desire That you want to load your own bootloader on to the microchip You will cover the Makefile for compiling your program and uploading on to your microchip Learn how to build your own library for programs and headers that you want to include in your programs This includes a uart c program and a uart h file The steps needed to accomplish the loading of your bootloader are walked through giving the reader good direction The exhibits that are included greatly enhance the visualization of the process The book includes the complete source code for all programs and header files The complete Makefiles are also provided The source code and instructions for loading a test programs are also included Even the eeprom memory is lightly covered While this is a technical subject the author provides a great deal of insight and documentation on the process The book goes into good depth without getting hopelessly lost in computer science lingo   **Atmel AVR Microcontroller Primer** Steven Barrett,Daniel Pack,2022-11-10 This textbook provides practicing scientists and engineers a primer on the Atmel AVR microcontroller In this second edition we highlight the popular ATmega164 microcontroller and other pin for pin controllers in the family with a

complement of flash memory up to 128 kbytes The second edition also adds a chapter on embedded system design fundamentals and provides extended examples on two different autonomous robots Our approach is to provide the fundamental skills to quickly get up and operating with this internationally popular microcontroller We cover the main subsystems aboard the ATmega164 providing a short theory section followed by a description of the related microcontroller subsystem with accompanying hardware and software to exercise the subsystem In all examples we use the C programming language We include a detailed chapter describing how to interface the microcontroller to a wide variety of input and output devices and conclude with several system level examples Table of Contents Atmel AVR Architecture Overview Serial Communication Subsystem Analog to Digital Conversion Interrupt Subsystem Timing Subsystem Atmel AVR Operating Parameters and Interfacing Embedded Systems Design **AVR Workshop** John Boxall,2022-10-25 Build more than 55 hands on wide ranging projects with the popular and versatile AVR family of microcontrollers AVR Workshop is a comprehensive introduction to working with the Microchip AVR 8 bit family of microcontrollers made famous through their use in Arduino and other compatible boards Whether you re an absolute beginner or longtime electronics enthusiast this book gives you the latest coding and hardware knowledge required to build over 55 projects After the author guides you through the basic C programming skills you need to work directly with ATmega328P PU and ATtiny85 microcontrollers your operation will be up and running You ll go from building blinking LEDs and handling various types of user input to creating real time clocks digital thermometers and even controlling small motorized devices **Atmel AVR Microcontroller Primer** Steven F. Barrett,Daniel J. Pack,2022-11-10 This textbook provides practicing scientists and engineers a primer on the Atmel AVR microcontroller Our approach is to provide the fundamental skills to quickly get up and operating with this internationally popular microcontroller The Atmel ATmega16 is used as a representative sample of the AVR line The knowledge you gain on the ATmega16 can be easily translated to every other microcontroller in the AVR line We cover the main subsystems aboard the ATmega16 providing a short theory section followed by a description of the related microcontroller subsystem with accompanying hardware and software to exercise the subsytem In all examples we use the C programming language We conclude with a detailed chapter describing how to interface the microcontroller to a wide variety of input and output devices Table of Contents Atmel AVR Architecture Overview Serial Communication Subsystem Analog to Digital Conversion Interrupt Subsystem Timing Subsystem Atmel AVR Operating Parameters and Interfacing ATmega16 Register Set ATmega16 Header File **AVR Microcontroller and Embedded Systems: Using Assembly and C** Muhammad Ali Mazidi,Sarmad Naimi,Sepehr Naimi,2015-01-28 For courses in Embedded System Design Microcontroller s Software and Hardware Microprocessor Interfacing Microprocessor Assembly Language Programming Peripheral Interfacing Senior Project Design Embedded System programming with C The AVR Microcontroller and Embedded Systems Using Assembly and C features a step by step approach in covering both Assembly and C language programming of the AVR family

of Microcontrollers It offers a systematic approach in programming and interfacing of the AVR with LCD keyboard ADC DAC Sensors Serial Ports Timers DC and Stepper Motors Opto isolators and RTC Both Assembly and C languages are used in all the peripherals programming In the first 6 chapters Assembly language is used to cover the AVR architecture and starting with chapter 7 both Assembly and C languages are used to show the peripherals programming and interfacing The full text downloaded to your computer With eBooks you can search for key concepts words and phrases make highlights and notes as you study share your notes with friends eBooks are downloaded to your computer and accessible either offline through the Bookshelf available as a free download available online and also via the iPad and Android apps Upon purchase you ll gain instant access to this eBook Time limit The eBooks products do not have an expiry date You will continue to access your digital ebook products whilst you have your Bookshelf installed   Embedded Controllers Using C and Arduino James M. Fiore,2018

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