

Name: KEY

Consider the schematic and code snippet below. The function of the circuit is to display the buttons pressed on the bar graph display. No debouncing is required. Switches are to be checked (read) every 1/128 sec. Timing diagram is to be followed in regards to data transmitted and received (order and logic level). All the setup is done in main(). All processing of the data is done in the timer/counter zero ISR. SPI is not using interrupts.

Fill in the code below:

```
ISR(TIMER0_OVF_vect) {
    PORTB |= ~0x01; // Assert SS-n to allow HC165 to shift
    SPDR = 0x00; // send dummy data out to get switch input
    while(bit_is_clear(SPSR, SPIF)) {} // spin till data is all in MISO
    SPDR = SPDR;
    while(bit_is_clear(SPSR, SPIF)) {} // spin till data is out of MOSI
    PORTB |= 0x01; // deassert SS-n to both load HC165 + to
    // clock HC165 output registers

} // ISR

main() {
    DDRB |= 0x07; // bit 0 is output mode, sclk + MOSI too
    PORTB |= 0x01; // SS-n is initially one

    // setup TCNT0 for overflow interrupt at 128hz rate with 32khz osc, normal mode
    ASSR |= (1 << ASC0); // use 32khz osc → (0x04)
    TIMSK |= (1 << TOIE0); // enable interrupts on overflow (0x01)
    TCCR0 |= (1 << CS00); // no prescaling of 32khz → (0x01) 0b00000001

    // setup SPI: master mode, 8Mhz sclk, MSB first, clk starts low
    SPCR |= (1 << SPE) | (1 << MSTR); → (0x50)
    SPSR |= (1 << SPI2X); → (0x01)

    sei(); // enable global interrupts
    while(1) {} // loop forever
} // end main
```

[main, 28pts; ISR, 28pts]