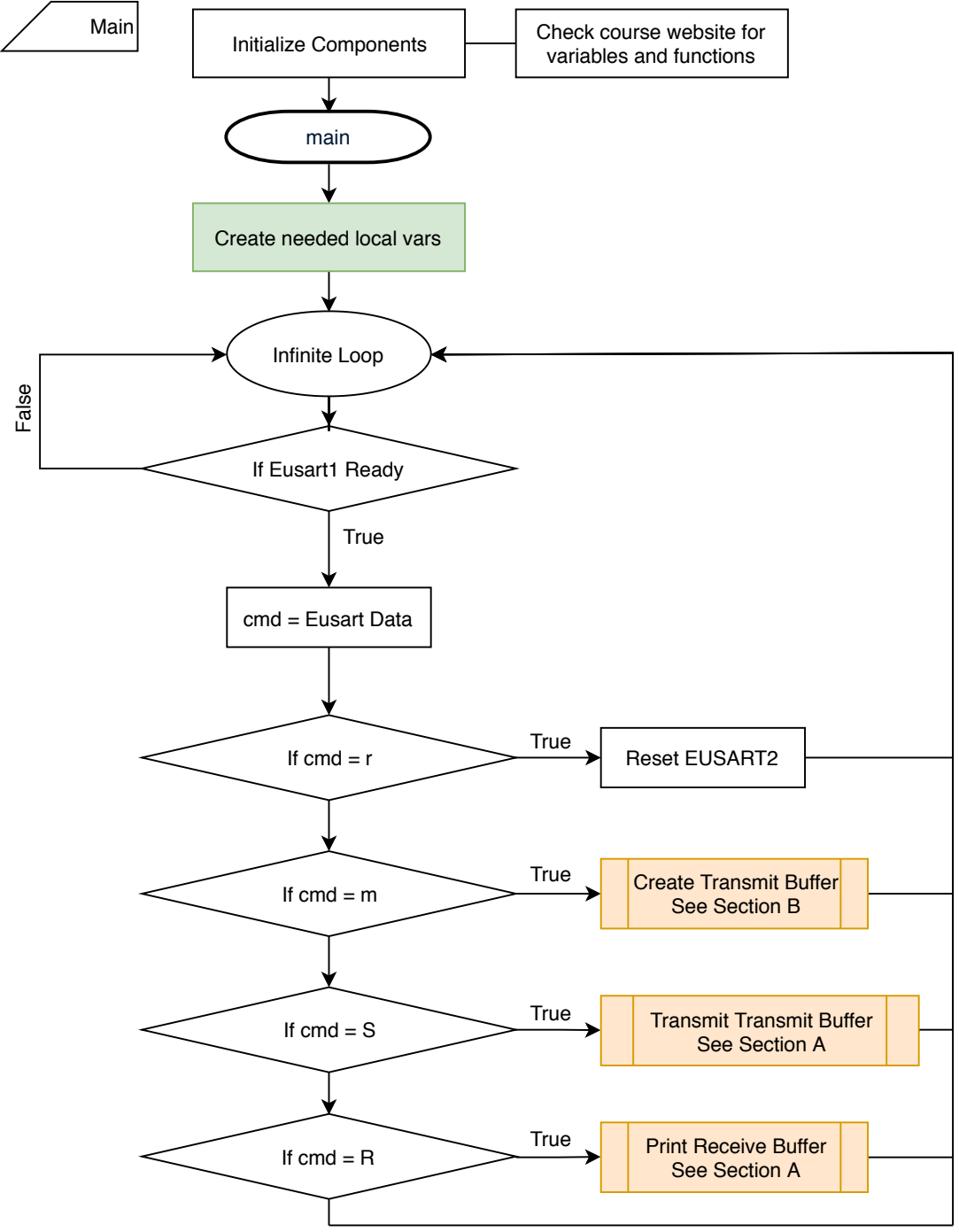
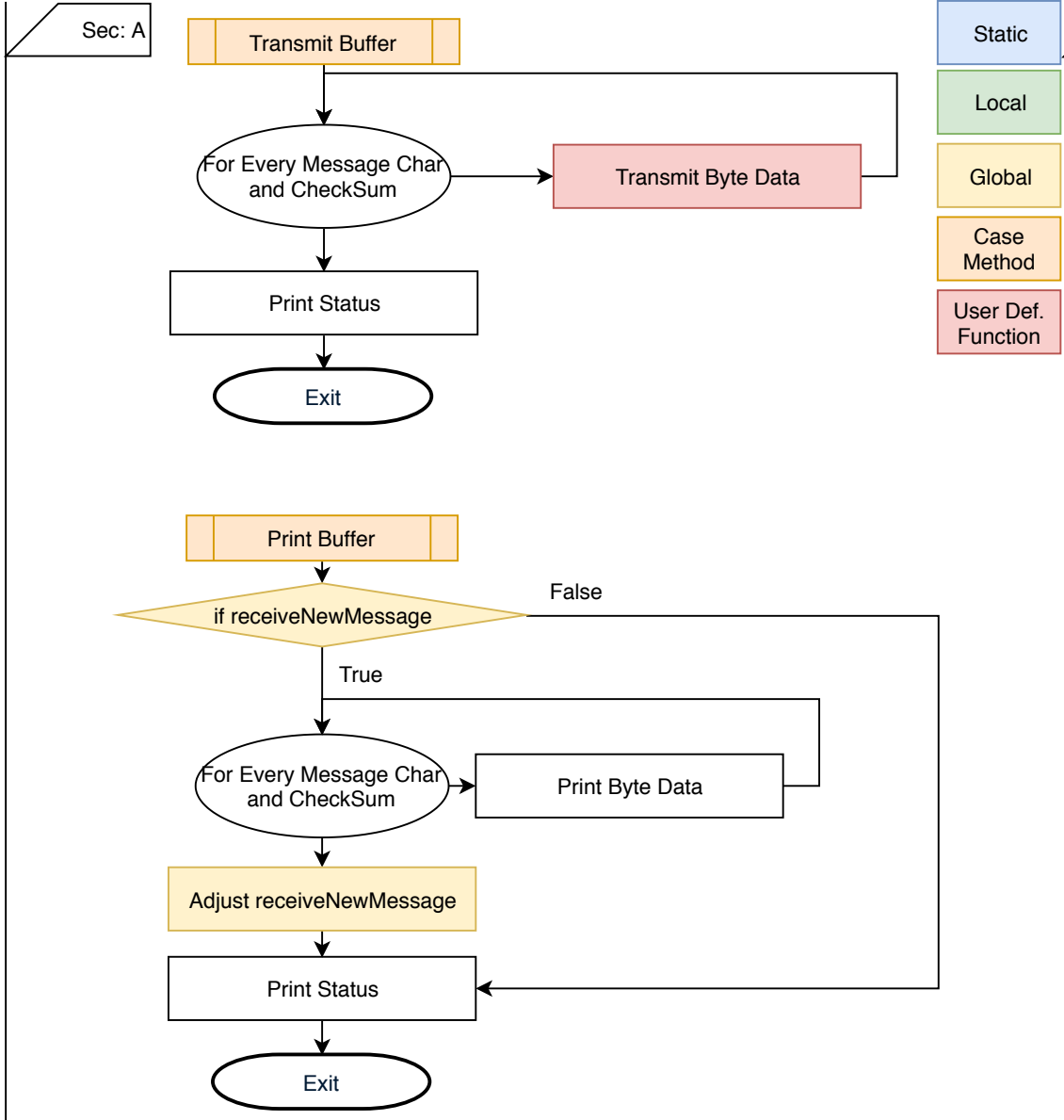


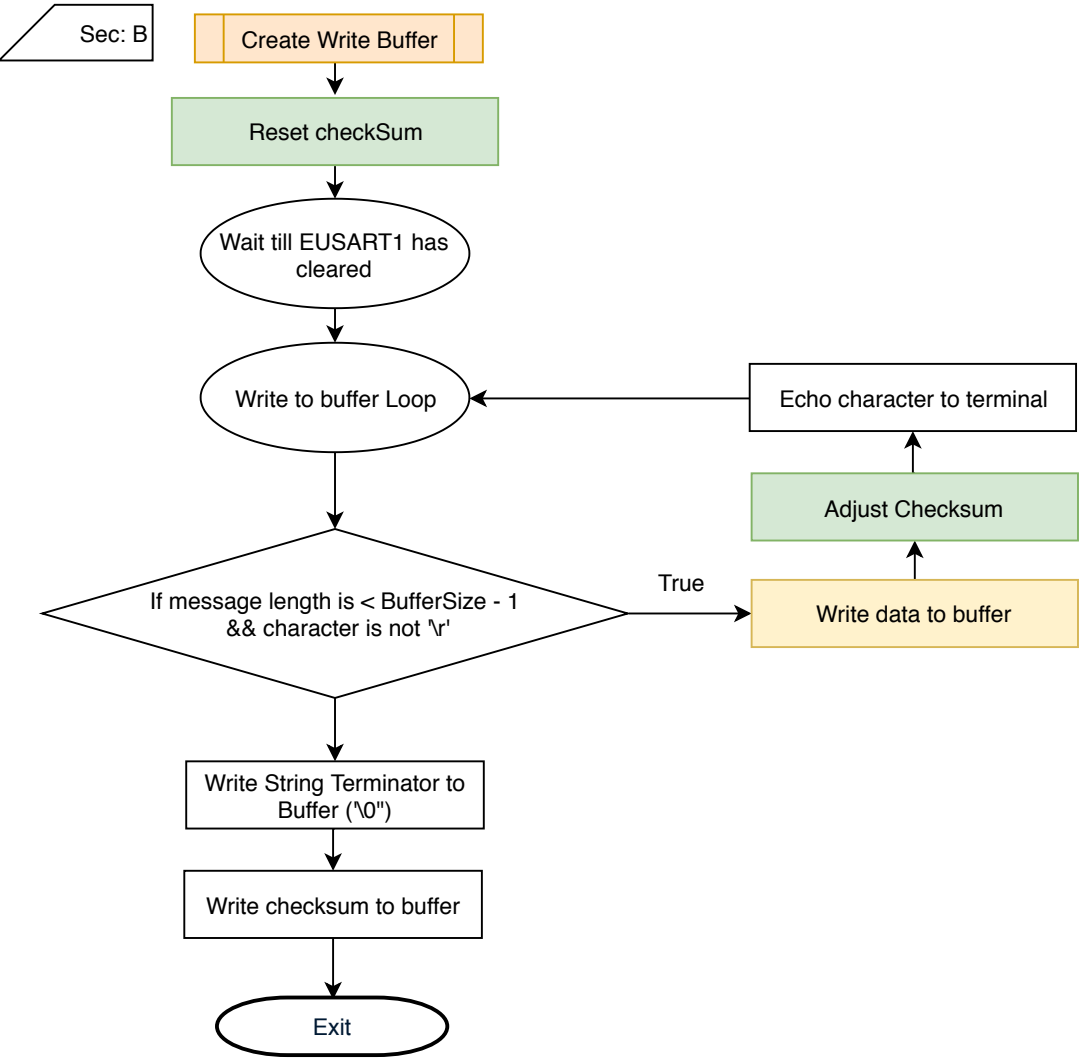


Purpose

Transmit Buffer transmits the message buffer we crate using case 'm'
Print Buffer prints the buffer we create using the EUSART ISR

Notes

- Remember you can determine valid message byte data using '\0' as reference
- Remember to include all features from the Lab06 requirements from the course website



Purpose

We need to read in data one character at a time and store it into a buffer so that we

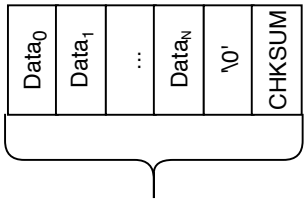
can then transmit the data from the buffer.

Notes

- Remember to keep track of the buffer index
- Don't forget to add other requirements from the lab. Check the EENG 383 website
- Check the block next to this one for some deeper explanations of the logic flow

Why < Buffer Size - 1 ?

Consider the buffer structure



As can be seen the last two indices need to be free for the null terminator and the checksum

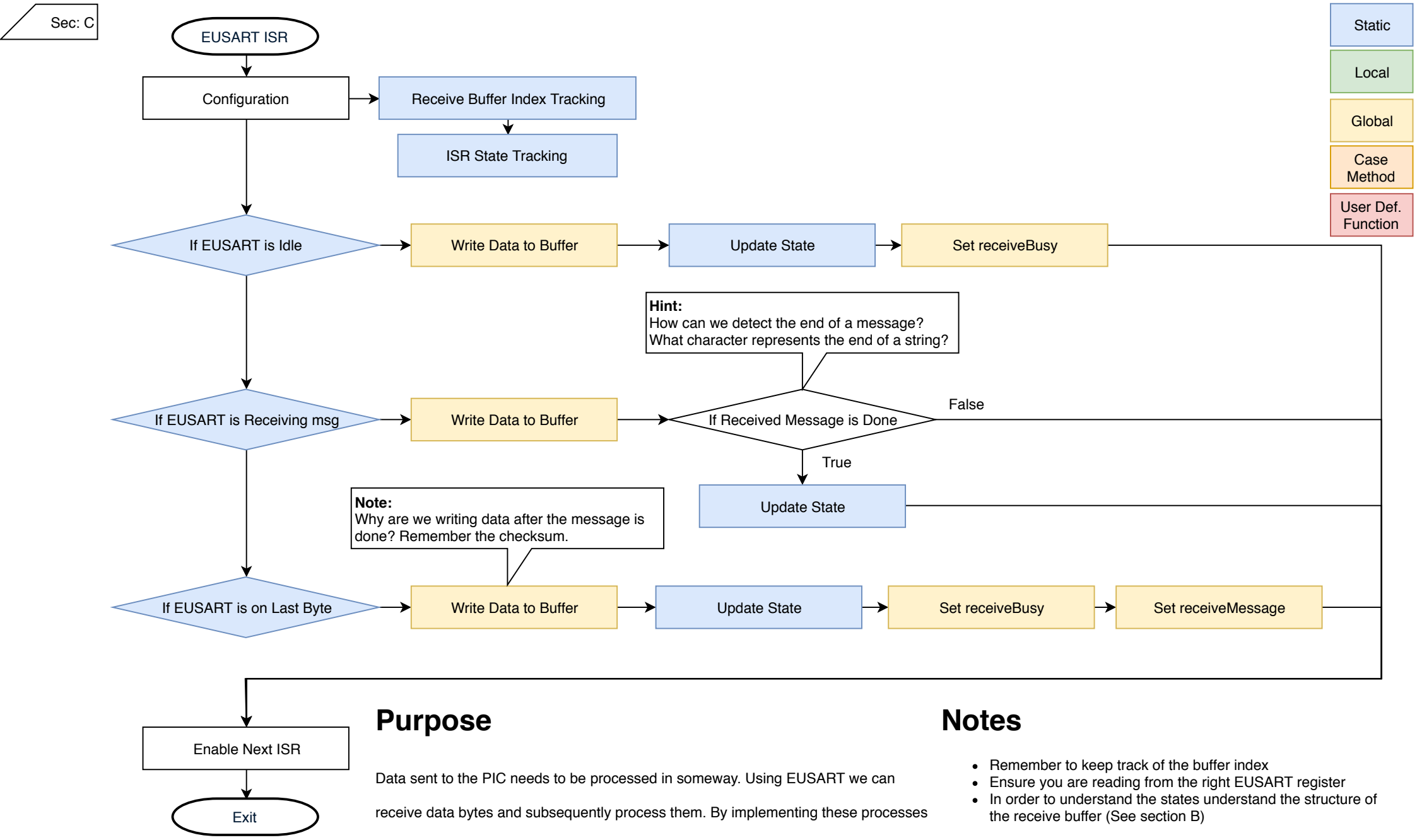
Why '\r' ?

Remember 'enter' sends '\r\n'. In our PuTTy terminal '\r' move the cursor to the leftmost position and '\n' moves it to the next line. By capturing '\r' first we know that the user hit enter.

Extra:

Remember that you can assign variables within if statements. For example "((i = 3) == 3)" will evaluate to true as i is now 3. This can be used to simplify the write to buffer loop.

Static
Local
Global
Case Method
User Def. Function



Purpose

Data sent to the PIC needs to be processed in someway. Using EUSART we can receive data bytes and subsequently process them. By implementing these processes using interrupts, we are able to receive data while executing operations in the main function.

Notes

- Remember to keep track of the buffer index
- Ensure you are reading from the right EUSART register
- In order to understand the states understand the structure of the receive buffer (See section B)