

```
// Experiment 8 - Setting Analog to Digital Converter to measure openair temperature.
```

```
#include <msp430g2553.h> //header file for msp430g2553 developer board.
```

```
#ifndef TIMER0_A1_VECTOR          // for other models, check if the vector is not defined.
```

```
#define TIMER0_A1_VECTOR TIMERA1_VECTOR // defining the vector located in headerfile. Just for  
precaution.
```

```
#define TIMER0_A0_VECTOR TIMERA0_VECTOR
```

```
#endif
```

```
volatile long tempRaw; // Volatile variable to be used in hardware registers. It will store the  
measurement result.
```

```
void FaultRoutine(void); // Calibration fault trapper.
```

```
void main(void)
```

```
{
```

```
WDCTL = WDTPW + WDTHOLD; // Stop watchdog timer
```

```
P1DIR = 0x41; // P1.0 & 1.6 are set as outputs.
```

```
P1OUT = 0; // Initially LEDs off.
```

```
if (CALBC1_1MHZ == 0xFF || CALDCO_1MHZ == 0xFF)
```

```
{
```

```
FaultRoutine(); // If cal data is erased, calibration fails, run FaultRoutine function defined below.
```

```
}
```

```
BCSCTL1 = CALBC1_1MHZ; // Set range for DCO Clock Source.
```

```
DCOCTL = CALDCO_1MHZ; // Set DCO step + modulation.
```

```
    // BCSCTL3 |= LFXT1S_2; VLO alternative.
```

```
BCSCTL2 |= SELM_0 + DIVM_3; // MCLK is set to DCO with a division = DCO/8.
```

```
IFG1 &= ~OFIFG; // Clear OSCFault flag.
```

```

while(1)
{

ADC10CTL1 = INCH_10 + ADC10DIV_0;          // Chosing the input channel as on board Temp
sensor.The clock division Clock/1.

ADC10CTL0 = SREF_1 + ADC10SHT_3 + REFON + ADC10ON; // Setting Vref and Vss. x64 Sample and
hold time. Referance mode active, ADC is active.

_delay_cycles(5); // Wait for ADC Ref to settle.


ADC10CTL0 |= ENC + ADC10SC;      // Sampling & Conversion start.
P1OUT = 0x40; // green LED on.
_delay_cycles(100); // Wait for ADC Ref to settle.


ADC10CTL0 &= ~ENC;
ADC10CTL0 &= ~(REFON + ADC10ON); // Stop Sampling & Conversion.


tempRaw = ADC10MEM;          // Measurement stored in tempRaw.
P1OUT = 0; // green LED off.


_delay_cycles(125000); //Measure temperature per 1 sec.
}

}

void FaultRoutine(void)
{
P1OUT = 0x01; // Red LED on.

while(1); // TRAP.
}

```