```
/*
 * RS232_Send.c
 *
 * Created: 9/10/2015 9:25:23 pm
 * Author : Dimitrios Porlidas
 */

#include <avr/io.h>
#include <util/delay.h>
                                                        // PDO (pin14) RXD, PD1 (pin15) TXD
//#define F_CPU 8000000UL

unsigned char name[] = {'D','i','m','i','t','r','i','o','s',' ','P','o','r','l','i','d','a','s',10,13};
unsigned char i;

void USART_Init( unsigned int baud )                    // Initialization routine
{
    UBRRH = (unsigned char)(baud>>8);                   // Set baud rate
    UBRRL = (unsigned char)baud;                        //

    UCSRB = (1<<RXEN)|(1<<TXEN);                        // Enable receiver and transmitter

//  UCSRC = (1<<URSEL)|(0<<USBS)|(3<<UCSZ0);            // Set frame format: 1 stop bit, 8 data, asynchronous
                                                        //                   operation & no parity (by default)
}

void USART_Transmit( unsigned char data )               // Transmite routine
{
    while ( !( UCSRA & (1<<UDRE)) );                    // Wait for empty transmit buffer

    UDR = data;                                         // Put data into buffer, sends the data
}

int main(void)
{
    DDRC = 0b00000000;                                  // Port C inputs
    PORTC = 0b11111111;                                 // Enable pull up resistors
    USART_Init(8);                                      // Clock 8MHz: 51->9600, 34->14400, 25->19200,
                                                        //         16->28800*, 12->38400, 8->57600, 6->76800,
                                                        //         3->115200** (*Error magnitude)
    while (1)
    {
        while ((PINC == 0b11111110) | (PINC == 0b11111101)) // Check buttons 0 & 1
        {

            _delay_ms(10);
            switch (PINC)                               // command "switch" example
            {
                case 0b11111110:                        // Button 0 pressed
                for (i = 0; i < 20; i++)
//              {
//                  _delay_us(10);
                    USART_Transmit(name[i]);            // Send my name
```

```
//              }
                while (PINC == 0b11111110);             // Wait if button is still pressed
                break;

                case 0b11111101:                        // Button 1 pressed
                USART_Transmit(12);                     // Clear screen
                while (PINC == 0b11111101);             // Wait if button is still pressed
                break;
            }
        }
    }
}
```