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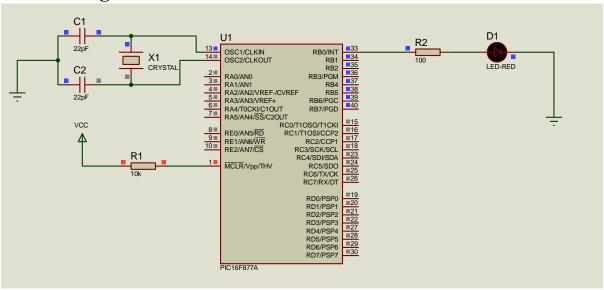


Figure 01: Circuit diagram for led blinking using for lop

```
//Using for lop
void main() {
    int i;
    Trisb=0x00;
    portb=0x00;

    for (i=0;i<50;i++)
    {
        portb.f0=0xff;
        delay_ms(2000);
        portb.f0=0;
        delay_ms(1000);
    }
}
```

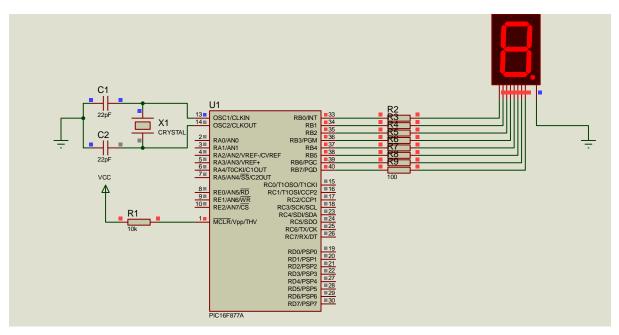


Figure 01: Circuit diagram for counting 0-9 using 7 segment common cathod display

```
//Counting 0-9
char arraycc[]={0x3F,0x06,0x5B,0x4F,0x66,0x6D,0x7D,0x07,0x7F,0x6F};

void main()
{
    int i=0;
    trisb=0x00;
    portb=0x00;
    for(i=0;i<10;i++)
    {
        portb=arraycc[i];
        delay_ms(500);
    }
}
```

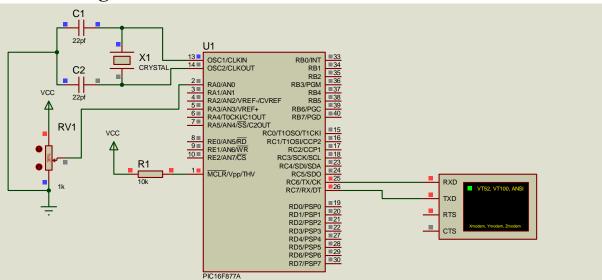


Figure 01: Circuit diagram to display Analog to Digital (ADC) value using virtual terminal

```
int valAdc;
char x[4];
void main(){
   UART1_Init(9600);
   ADC_Init();
   while(1){
   valAdc= ADC_Read(0);
   IntToStr(valAdc,x);
   UART1_Write_Text("Analog Value= ");
   UART1_Write_Text(x);
   UART1_Write(13);
   strcpy(x," ");
   delay_ms(1000);
}
}
```

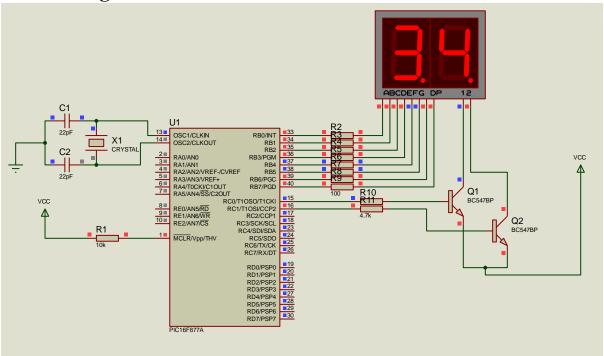


Figure 01: Circuit diagram to cout 0-99 using common cathode 2 digits 7 segment display

```
char arraCC[] = { 0xBF, 0x86, 0xDB, 0xCF, 0xE6, 0xED, 0xFD, 0x87, 0xFF, 0xEF }; void main() { int mod = 0, res = 0, i = 0, k = 0;  

// Set port directions for controlling the display  
TRISB = 0x00;  
TRISC = 0x00;  
TRISD = 0x00;  

// Initialize port values  
portb = 0x00;  
portc = 0x00;  
portd = 0x00;  
while(1) {
```

```
// Loop through numbers from 0 to 99
for(i = 0; i \le 99; i++)
  res = i / 10; // Calculate tens digit
  mod = i % 10; // Calculate units digit
  // Display each digit for a brief delay
  for(k = 0; k < 10; k++)
    portc.f0 = 0x00;
                           // Activate power for left digit
     portb = arraCC[res]; // Set segment data for tens digit
     delay ms(10);
                           // Delay
     portc.f0 = 0xff;
                          // Deactivate power for left digit
                           // Activate power for right digit
     portc.f1 = 0x00;
                              // Set segment data for units digit
     portb = arraCC[mod];
     delay ms(10);
                           // Delay
                          // Deactivate power for right digit
    portc.f1 = 0xff;
 }
```

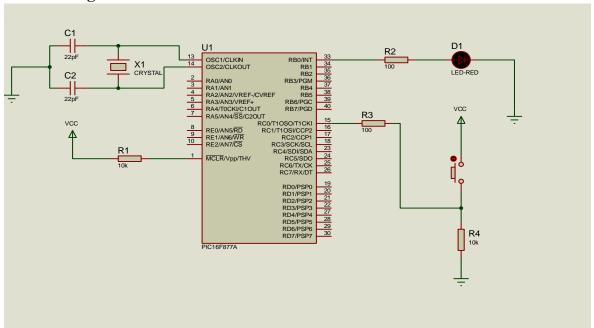


Figure 01: Circuit diagram for blinking led using push button

```
void main() {
 int i, bt zero = 0;
 Trisb = 0x00;
 trisc = 0x01; // Set port C bit 0 as input
 portb = 0x00;
 portc = 0x00;
 while (1) {
  if (portc.f0 == 1) {
   delay ms(150);
   if (portc.f0 == 1) {
    bt zero++;
    if (bt zero == 10) {
      bt zero = 0;
     }}}
  if (portc.f0 == 1) {
   for (i = 0; i < 50; i++)
    portb.f0 = 1;
    delay ms(1000);
    portb.f0 = 0;
    delay ms(1000); // LED on for 1 second, off for 1 second
   }}}
```

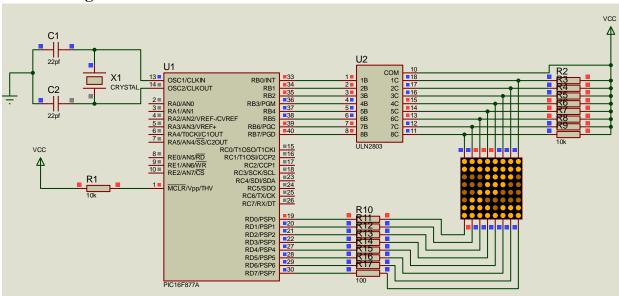


Figure 01: Circuit diagram for dot matrix display to visualize character

```
void MSDelay(unsigned char Time)
                                               MSDelay(10);
 unsigned char y,z;
 for(y=0;y<Time;y++);
                                               PortD=0x08;
 for(z=0;z<20;z++);
                                               PortB=(0xFB);
                                               MSDelay(10);
void main() {
 Trisb=0x00;
                                               PortD=0x04;
 Trisd=0x00;
                                               PortB=(0xCF);
 while(1){
                                               MSDelay(10);
 PortD=0x80;
 PortB=(0xC3);
                                               PortD=0x02;
 MSDelay(10);
                                               PortB=(0xC7);
                                               MSDelay(10);
 PortD=0x40;
 PortB=(0xE3);
                                               PortD=0x01;
 MSDelay(10);
                                               PortB=(0xC3);
                                               MSDelay(10);
 PortD=0x20;
 PortB=(0xF3);
 MSDelay(10);
 PortD=0x10;
 PortB=(0xF9);
```

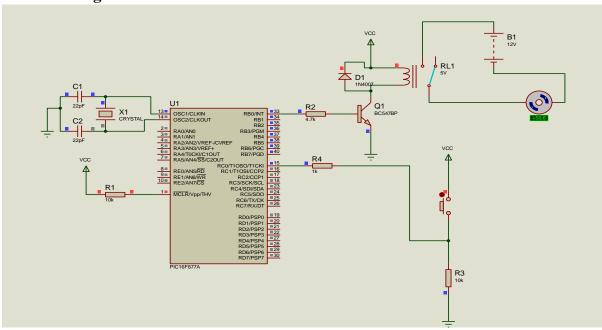


Figure 01: Circuit diagram for relay control using push button

```
void main() {
  int bt=0;
  Trisb=0x00; //as output
  Trisc=0xff; // as input
  portb=0x00;
  while(1)
    //button
    if(portc.f0==1)
    delay_ms(150);
    if(portc.f0==1)
                                                      {
                                                           portb.f0=1;//turn on relay
      bt++;
                                                          delay_ms(10000); // relay on for 10
      if(bt==10)
                                                          portb.f0=0;//turn off relay
                                                          delay_ms(10000); // off for 10 second
       bt=0;
   if(portc.f0==1)
```

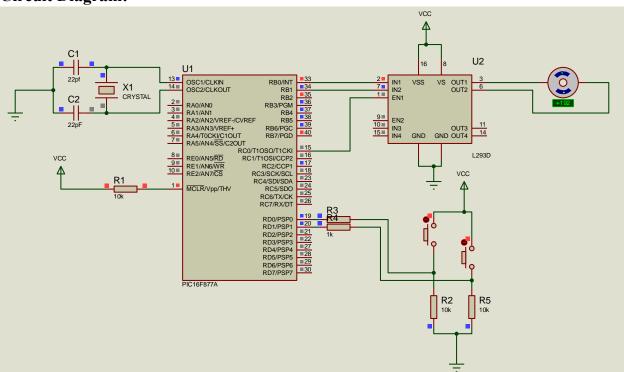


Figure 01: Circuit diagram for Speed control of DC motor using push button and PWM

```
duty=duty+10;
    PWM1_Set_Duty(duty);
}

if(portd.f1==1 && duty>0)
{
    Delay_ms(100);
    if(portd.f0 && duty>0)
    {
        duty=duty-10;
        PWM1_Set_Duty(duty);
    }
}

delay_ms(10);
}
```

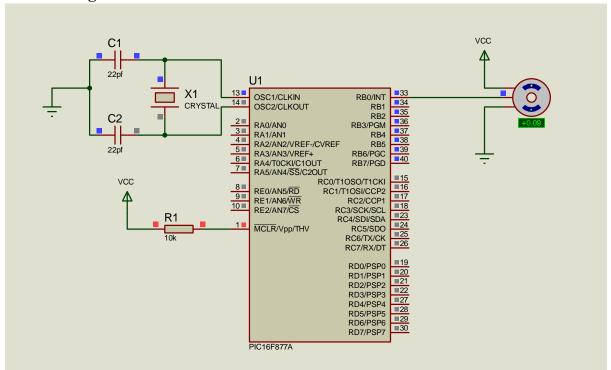


Figure 01: Circuit diagram for controlling servo motor (0-180)

```
void rotateLeft90();
void rotate0();
void rotateRight90();
int i;
void main(){
   Trisb=0x00;
   portb=0x00;
   while(1){
   rotateLeft90();
   delay_ms(2000);
   rotate0();
   delay_ms(2000);
   rotateRight90();
   delay_ms(2000);
}
}
void rotateLeft90()
```

```
for(i=0;i<50;i++)
 portb.f0=1;
 delay_us(800);
 portb.f0=0;
 delay_us(19200);
void rotate0()
 for(i=0;i<50;i++)
 portb.f0=1;
 delay_us(1500);
 portb.f0=0;
 delay_us(18500);
void rotateRight90()
 for(i=0;i<50;i++)
 portb.f0=1;
 delay_us(2200);
 portb.f0=0;
 delay_us(17800);
```

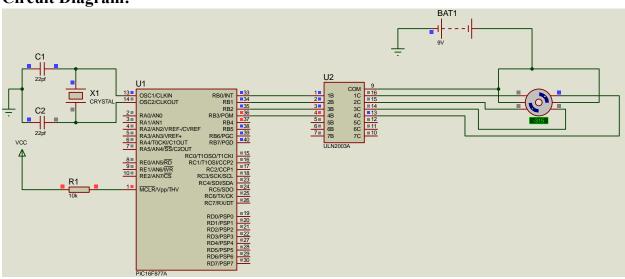
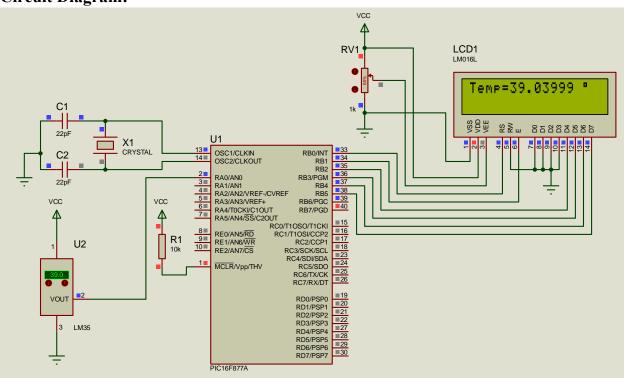


Figure 01: Circuit diagram for stepper motor control using pic microcontroller

```
void main() {
    Trisb=0b00000000;//Port b as output;
    portb=0b11111111;

    do {
        Portb=0b00000011;
        delay_ms(500);
        portb=0b0000110;
        delay_ms(500);
        portb=0b00001100;
        delay_ms(500);
        portb=0b00011000;
        delay_ms(500);
        portb=0b00011000;
        delay_ms(500);
        }
        while(1);//loop excuted infinite
}
```



```
//LCD Module Connection
// Lcd pinout settings
sbit LCD RS at RB0 bit;
sbit LCD EN at RB1 bit;
sbit LCD D4 at RB2 bit;
sbit LCD D5 at RB3 bit;
sbit LCD D6 at RB4 bit;
sbit LCD D7 at RB5 bit;
// Pin direction
sbit LCD RS Direction at TRISB0 bit;
sbit LCD EN Direction at TRISB1 bit;
sbit LCD D4 Direction at TRISB2 bit;
sbit LCD D5 Direction at TRISB3 bit;
sbit LCD D6 Direction at TRISB4 bit;
sbit LCD D7 Direction at TRISB5 bit;
//LCD Module Connection
char display[16]="";
void main() {
  unsigned int result;
```

```
float volt, temp;
  trisb=0x00;
  trisa=0xff;
  adcon1=0x80;
  lcd_init();
  lcd_cmd(_lcd_clear);
  lcd_cmd(_LCD_CURSOR_OFF);
  while(1)
   {
       result=adc_Read(0);
       volt=result*4.88;
       temp=volt/10;
       lcd_out(1,1,"Temp=");
       FloatToStr(temp,display);
       lcd_out(1,6,display);
       lcd_chr(1,15,223);
       lcd_chr(1,16,"C");
}
```