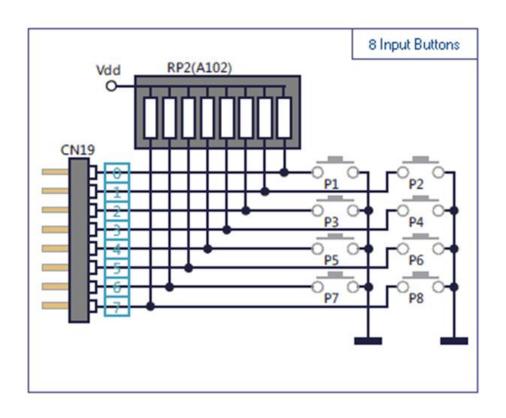
# Programming for I/O devices

## 8 input buttons

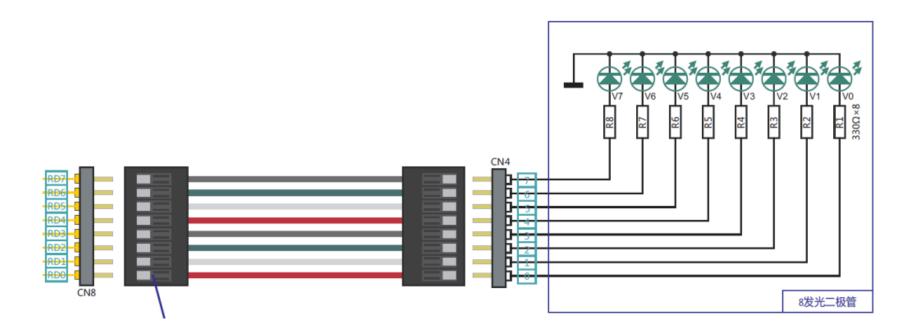
Press => logic 0, otherwise logic 1



### **Connection**

Connect PORT D to the 8 LEDs

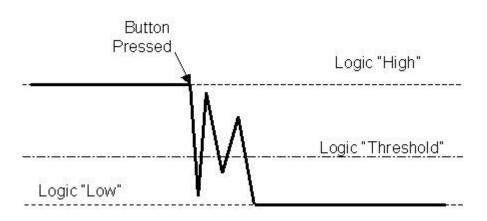
Connect PORT C to the 8 input buttons



# **Debouncing**

Suppose the task is to toggle the LEDs once each time the P1 button is pressed.

```
Do forever
Wait for button press
Toggle LEDs
Call a Delay (around 20 ms)
Wait for button up
Call a Delay (around 20 ms)
End
```



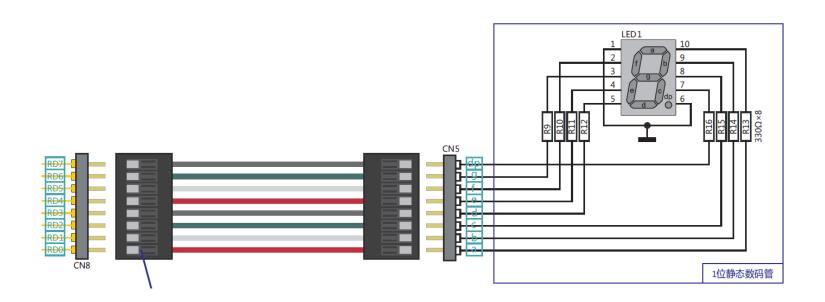
# **Deboucing example**

	LIST	P=18F4520		Loop:		
	#include <	e <p18f4520.inc></p18f4520.inc>		wait_press	s: btfsc	PORTC,0
		CONFIG	OSC = XT		bra	wait_press
		CONFIG	WDT = OFF		comf	PORTD,F
		CONFIG	LVP = OFF		call	delay10
		CBLOCK	0x000	wait_up:	btfss	PORTC,0
			DELAY_H		bra	wait_up
			DELAY_L		call	delay10
		<b>ENDC</b>			goto	Loop
	ORG	0x0000				
	goto	Main		delay10:	movlw	0x7f
	ORG	0x0030			movwf	DELAY_H
Main:	movlw	0x0f		Lop_1:	movlw	0
	movwf	ADCON1			movwf	DELAY_L
	clrf	TRISD		Lop_2:	decf	DELAY_L,F
	setf	TRISC			bnz	Lop_2
	movlw	0x0aa			decf	DELAY_H,F
	movwf	PORTD			bnz	Lop_1
					return	
					END	

Enter and test the example program

### Connect PORT D to the single 7-segment LED display

#### Connect PORT C to the 8 input buttons



Write a program to display a digit when the corresponding button is pressed. For instance, display digit "1" when P1 is pressed.

#### Pseudo code

```
Set up I/O ports
Initialize the display (display digit "0")
```

#### Loop:

```
if P1 is pressed
display digit "1"
delay
wait for button up
delay
goto Loop
elseif P2 is pressed
display digit "2"
delay
wait for button up
delay
goto Loop
```

. . . .