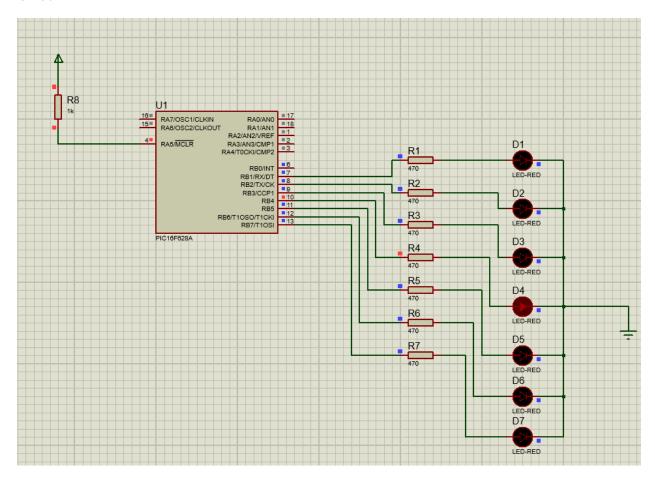
## Microcontroller-Implemented LED Chaser

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## **Source Code**

```
void knightrider(void){
        int i;
        TRISB = 0x00;
        PORTB=0x01;
        for( i =1 ; i<=7 ;i++){
          PORTB = (PORTB <<1);
          Delay_ms(100);
        for( i =7; 7>=i;i--){
          PORTB = (PORTB >>1);
          Delay_ms(100);
}
void main(){
     CMCON = 0 \times 07;
     TRISA = 0xff;
     while(1)
     knightrider();
}
void knightrider(void) {
     int i;
     TRISB = 0x00;
     PORTB=0x01;
      for( i =1 ; i<=7 ;i++) {
      PORTB = (PORTB <<1);
      Delay_ms(100);
      for( i =7; 7>=i;i--){
      PORTB = (PORTB >>1);
      Delay_ms(100);
void main() {
    CMCON = 0x07;
    TRISA = 0xff;
    while (1)
    knightrider();
```

## Circuit



## **Discussion**

The LED chaser circuit implemented using a microcontroller demonstrates fundamental embedded system concepts such as timing control, digital output, and loop iteration. The code utilizes a for loop with an integer variable i to shift a single high bit across PORTB, creating a visual scanning effect across eight LEDs. The Delay\_ms(100) function introduces a 100 ms delay between each LED transition, making the motion visually perceivable and aesthetically pleasing. The use of bitwise shifting operations (<< and >>) efficiently manipulates LED positions without complex logic. However, a logical flaw exists in the reverse loop condition for (i = 7; 7 >= i; i--), which does not execute due to the condition being false at the start. Correcting this to i >= 1 ensures complete back-and-forth motion. The initialization steps, such as setting TRISB = 0x00 and disabling the comparator module with CMCON = 0x07, are crucial for proper pin configuration and to prevent unexpected behavior.