

# DIGITAL CLOCK ON LCD

NAME: S.G.DEVSACHIN

REG NO: 192111088

COURSE CODE: ECA1487, Embedded Systems for IOT Applications

## PROGRAM:

ORG 0000H ; Start address of the program

MOV R7, #00H ; Initialize hours (HH)

MOV R6, #00H ; Initialize minutes (MM)

MOV R5, #00H ; Initialize seconds (SS)

ACALL INIT\_LCD ; Initialize the LCD

## MAIN\_LOOP:

ACALL UPDATE\_LCD ; Update the time on the LCD

ACALL DELAY\_1\_SEC ; Wait for 1 second

ACALL INCREMENT\_TIME ; Increment time (HH:MM:SS)

SJMP MAIN\_LOOP ; Repeat the process

; Subroutine to initialize the LCD

## INIT\_LCD:

MOV A, #38H

ACALL CMD\_WRITE ; 8-bit mode, 2 lines, 5x7 matrix

ACALL DELAY\_SHORT

MOV A, #0CH

ACALL CMD\_WRITE ; Display ON, Cursor OFF

ACALL DELAY\_SHORT

MOV A, #06H

ACALL CMD\_WRITE ; Auto-increment cursor

ACALL DELAY\_SHORT

MOV A, #01H

ACALL CMD\_WRITE ; Clear display

ACALL DELAY\_SHORT

RET

; Subroutine to increment time

## INCREMENT\_TIME:

INC R5 ; Increment seconds (SS)

CJNE R5, #60, DONE\_SEC ; If seconds < 60, continue

```

MOV R5, #00H      ; Reset seconds to 00
INC R6            ; Increment minutes (MM)
CJNE R6, #60, DONE_SEC ; If minutes < 60, continue
MOV R6, #00H      ; Reset minutes to 00
INC R7            ; Increment hours (HH)
CJNE R7, #24, DONE_SEC ; If hours < 24, continue
MOV R7, #00H      ; Reset hours to 00
DONE_SEC:
    RET

; Subroutine to update the LCD with the current time
UPDATE_LCD:
    MOV A, #80H
    ACALL CMD_WRITE    ; Move cursor to the first line of the LCD

    MOV A, R7          ; Load hours (HH) into accumulator
    ACALL DISPLAY_TWO_DIGIT ; Display hours (HH)

    ACALL DISPLAY_COLON ; Display ':'

    MOV A, R6          ; Load minutes (MM) into accumulator
    ACALL DISPLAY_TWO_DIGIT ; Display minutes (MM)

    ACALL DISPLAY_COLON ; Display ':'

    MOV A, R5          ; Load seconds (SS) into accumulator
    ACALL DISPLAY_TWO_DIGIT ; Display seconds (SS)
    RET

; Subroutine to display two-digit numbers on the LCD
DISPLAY_TWO_DIGIT:
    MOV B, #10          ; Divide the value in A by 10
    DIV AB              ; Quotient in A (tens), remainder in B (ones)

    ADD A, #30H         ; Convert tens digit to ASCII
    ACALL DISPLAY_CHAR  ; Display the tens digit

    MOV A, B            ; Move the remainder (ones digit) to A
    ADD A, #30H         ; Convert ones digit to ASCII
    ACALL DISPLAY_CHAR  ; Display the ones digit
    RET

; Subroutine to display colon ':' on the LCD
DISPLAY_COLON:
    MOV A, #3AH         ; ASCII value of ':'
    ACALL DISPLAY_CHAR  ; Display ':'
    RET

```

; Subroutine to display a character on the LCD

DISPLAY\_CHAR:

```
MOV P2, A      ; Send ASCII character to data pins (P2 connected to D0-D7 of LCD)
SETB P3.2      ; Set RS to 1 (data register)
CLR P3.3       ; Set RW to 0 (write mode)
SETB P3.4      ; Set E to 1 (Enable high)
NOP            ; Small delay
CLR P3.4       ; Set E to 0 (Enable low)
ACALL DELAY_SHORT ; Short delay after sending character
RET
```

; Subroutine to write command to the LCD

CMD\_WRITE:

```
MOV P2, A      ; Send command to data pins (P2 connected to D0-D7 of LCD)
CLR P3.2       ; Set RS to 0 (command register)
CLR P3.3       ; Set RW to 0 (write mode)
SETB P3.4      ; Set E to 1 (Enable high)
NOP            ; Small delay
CLR P3.4       ; Set E to 0 (Enable low)
ACALL DELAY_SHORT ; Short delay after sending command
RET
```

; Short delay for LCD commands and data

DELAY\_SHORT:

```
MOV R0, #250   ; Adjust this value for a short delay
```

DELAY\_SHORT\_LOOP:

```
DJNZ R0, DELAY_SHORT_LOOP
RET
```

; Subroutine for 1-second delay

DELAY\_1\_SEC:

```
MOV R3, #50    ; Outer loop for delay
```

DELAY\_LOOP:

```
MOV R4, #255   ; Inner loop for delay
```

DELAY\_LOOP\_INNER:

```
DJNZ R4, DELAY_LOOP_INNER
DJNZ R3, DELAY_LOOP
RET
```

END

**OUTPUT:**

