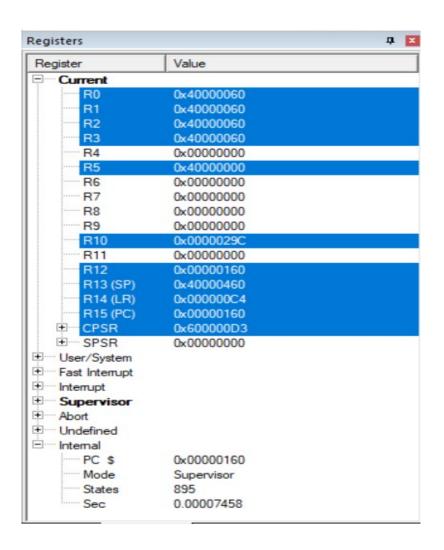
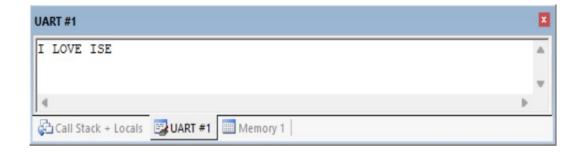
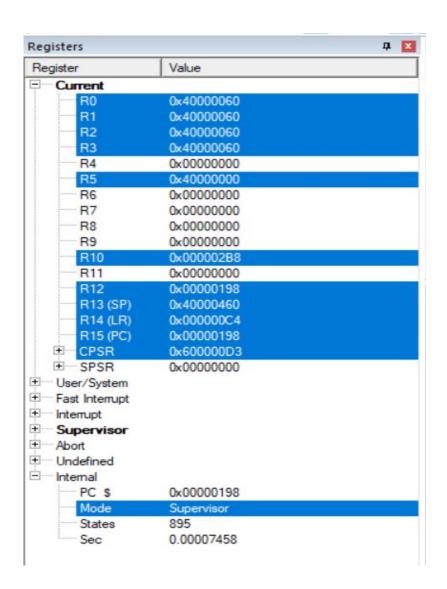
## // PARTB QUE5

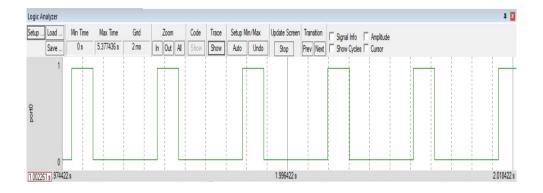
```
#include<lpc214x.h>
void init()
{
      PINSEL0=0X05;
      U0FCR=0X07;
      U0LCR=0X83;
      U0DLL=0X5D;
      U0DLM=0X00;
      U0LCR=0X03;
}
void delay()
{ int i;
      for(i=0;i<2000000;i++);
} int main()
{
      unsigned char p[]= "I LOVE ISE";
      int z; init();
      for(z=0;z<=20;z++)
             U0THR=p[z]; while(!(U0LSR&&0X20)); delay();
      } while(1);
}
```



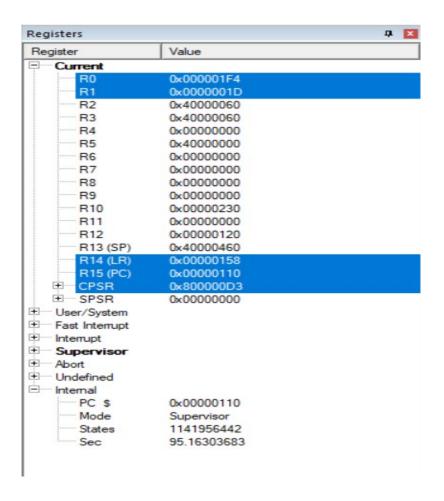


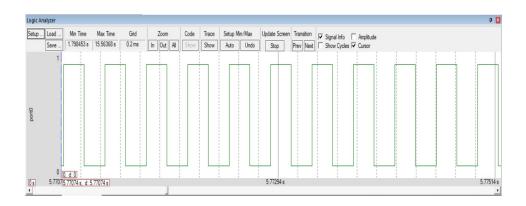
```
// PART B QUE 2
#include<LPC214x.h> void onwait()
{
      T0MR0=0x7A11;
      T0PR=0; T0TCR=1;
      while(!(T0TC==T0MR0));
      T0TCR=3;//Stop and reset timer
} void offwait()
      T0MR0=0x16E35;
      T0PR=0; T0TCR=1;
      while(!(T0TC==T0MR0)); T0TCR=3;
}
int main()
{
      T0MCR=0X4;
      IODIR0=1<<16; while(1)
      {
                IOSET0=1<<16;
             onwait();
                IOCLR0=1<<16;
             offwait();
      }
}
```



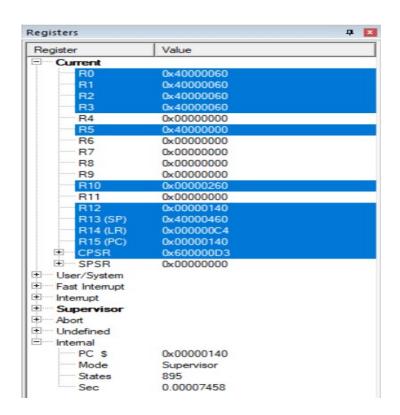


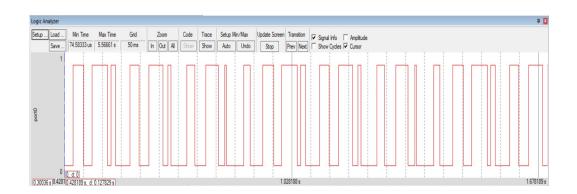
## // PART B QUE1





```
#include<Ipc214x.h> void pwm_init()
      PINSEL0=0X2;
      PWMPR=2;
      PWMPCR=0X200;
      PWMMR0=0XC37F;
      PWMMCR=0X2;
      PWMTCR=0X9;
} int main()
{ int i;
      pwm_init(); while(1)
      { for(i=0;i<10;i++)
            {
                             PWMMR1=0xfff+(0xff5*i);
                      PWMLER=0X02;
            }
      }
}
```





## // PART B QUE 3

```
#include<lpc214x.h> unsigned int x=0;
  _irq void Timer0_ISR()
      x^{1}=1;
      if(x)
                  IOSET1=0XFFFFFFF;
      else
                  IOCLR1=0XFFFFFFF;
      T0IR=0X01;
      VICVectAddr=0X00000000;
} int main()
{
      IODIR1=0Xfffffff;
      T0MCR=0X03;
      T0MR0=0X3456ff;
      VICVectAddr4=(unsigned)Timer0 ISR;
      VICVectCntl4=0X24;
      VICIntEnable=0X10; T0TCR=1;
      for(;;);
}
```

