Report Submission Date: 17th Oct, 2019

Course: EEE 4606 (Microcontroller Based System Design Lab)

Project No.: 06 (Individual Project)
Project Name: Bluetooth Interfacing.

Objective:

1. Familiarization with the AT89C52 Microcontroller.

2. Familiarization with the HC-05 Bluetooth Module.

3. Familiarization with the DOT MATRIX Display.

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Section : C1

Course Name : Microcontroller Based System Design Lab

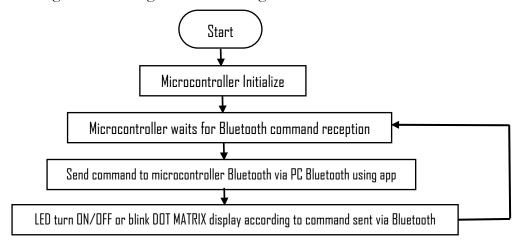
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OPERATION

- Upon selection of 'ON' knob of the sender app, PC Bluetooth will connect with Microcontroller Bluetooth.
- Switching control via that app will send command to microcontroller via Bluetooth to control LED & DOT MATRIX display.
- Total LED that are ON/OFF will be shown on the app panel via colored circle & Slider.
- Upon selection of 'Reset' knob of the sender app, all LED's will be turned off but Bluetooth will remain connected.
- Upon selection of 'OFF' knob of the sender app, all LED's will be turned off & Bluetooth will be disconnected.

ALGORITHM

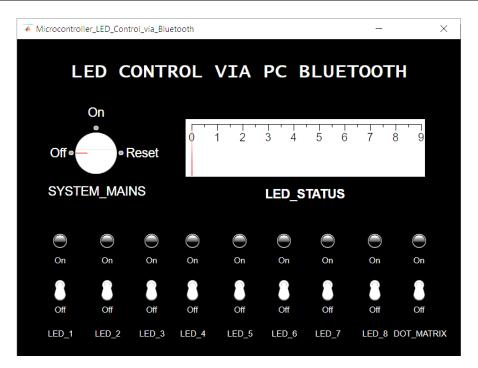
The program is designed according to the following Flow Chart:



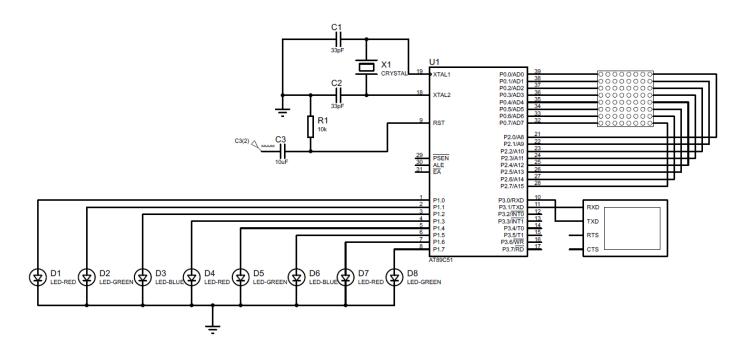
Components Used

- AT89C52 microcontroller
- Resistors
- 8 LEDs
- 8x8 DOT MATRIX Display

Sender App Designed using MATLAB Appdesigner



Circuit Diagram in PROTEUS



Sender App Design MATLAB CODE

```
% Value changed function: SYSTEM_MAINSKnob
function SYSTEM_MAINSKnobValueChanged(app, event)
    global bt on_flag
    value = app.SYSTEM_MAINSKnob.Value;
    if isequal(value, 'On')
        if isempty(on_flag)
           instrhwinfo('Bluetooth')
           ans.RemoteNames
           instrhwinfo('Bluetooth','HC-05')
           bt = Bluetooth('HC-05', 1)
            fopen(bt)
                                      % Connects PC bluetooth with HC-05 bluetooth
           on_flag = 1;
       end
    elseif isequal(value, 'Reset')
       fwrite(bt,0);
       app.LED_STATUSGauge.Value = 0;
       app.DOT_MATRIXSwitch.Value = 'Off';
        app.LXLamp.Color = 'k';
                                      % here, X = 1,2,3,4,5,6,7,8
        app.DLamp.Color = 'k';
    elseif isequal(value, 'Off')
       fwrite(bt,0);
       app.LED_STATUSGauge.Value = 0;
        app.LED_XSwitch.Value = 'Off';
                                       % here, X = 1,2,3,4,5,6,7,8
       app.DOT_MATRIXSwitch.Value = 'Off';
       app.LXLamp.Color = 'k';
                                        \% here, X = 1,2,3,4,5,6,7,8
        app.DLamp.Color = 'k';
                                    % Disconnects bluetooth
       fclose(bt);
       evalin('base','clear all');
    end end
% Value changed function: LED_XSwitch
                                                % here, X = 1,2,3,4,5,6,7,8
function LED_XSwitchValueChanged(app, event)
                                                % here, X = 1,2,3,4,5,6,7,8
    global bt
    if isequal(app.SYSTEM MAINSKnob.Value, 'On')
       value = app.LED_XSwitch.Value;
                                                % here, X = 1,2,3,4,5,6,7,8
       if isequal(value, 'On')
           app.LXLamp.Color = 'g';
                                                % here, X = 1,2,3,4,5,6,7,8
           app.LED_STATUSGauge.Value = app.LED_STATUSGauge.Value + 1;
                                      % Value sending to HC-05 from PC bletooth. here, X = 1,2,3,4,5,6,7,8
           fwrite(bt,X)
        else
           app.LXLamp.Color = 'k';
                                                % here, X = 1,2,3,4,5,6,7,8
           app.LED_STATUSGauge.Value = app.LED_STATUSGauge.Value - 1;
                                       % Value sending to HC-05 from PC bletooth. here, X = 1,2,3,4,5,6,7,8
           fwrite(bt,X)
       end end end
% Value changed function: DOT MATRIXSwitch
function DOT_MATRIXSwitchValueChanged(app, event)
    global bt
    if isequal(app.SYSTEM_MAINSKnob.Value, 'On')
       value = app.DOT_MATRIXSwitch.Value;
       if isequal(value, 'On')
           app.DLamp.Color = 'g';
           app.LED STATUSGauge.Value = app.LED STATUSGauge.Value + 1;
                                       % Value sending to HC-05 from PC bletooth
           fwrite(bt,9)
           pause(20)
           app.DLamp.Color = 'k';
           app.DOT_MATRIXSwitch.Value = 'Off';
            app.LED_STATUSGauge.Value = app.LED_STATUSGauge.Value - 1;
        end end end
```

Microcontroller, Bluetooth & LED Control ASSEMBLY CODE

ODC OOH	CHECKNEYTZ	.DTM
ORG 00H	CHECKNEXT7:	;DIM
	CJNE A,#8,CHECKNEXT8	SETB P0.3
bluetooth:	CPL P1.7	MOV P2,R5
MOV TMOD,#20H	CLR RI	ACALL DELAY1
		NONEE BEENIE
;TIMER 1 MODE 2 8 BIT MODE	CLR TI	
MOV TH1,#-3	LJMP AGAIN	;GLOW
;9600 BAUD RATE		CLR P0.4
MOV SCON,#50H	CHECKNEXT8:	MOV P2,R6
-		_
;SERIAL MODE 1; 10 BIT TOTAL [1	CJNE A,#9,CHECKNEXT9	ACALL DELAY1
START BIT + 8 DATA BIT + 1 STOP	MOV P0,#0000H;connected to	
BIT]]	DOT MATRIX DISPLAY	;DIM
	MOV P2,#0000H;connected to	SETB P0.4
CLR TI		
; MAKE TI REGISTER ZERO	DOT_MATRIX DISPLAY	MOV P2,R5
CLR RI	MOV R5,#0000000B	ACALL DELAY1
; MAKE RI REGISTER ZERO	MOV R6,#1111111B	
	· · · · · · · · · · · · · · · · · · ·	. CL OLL
SETB TR1; START TIMER-1	MOV 50H,#20D ;COUNTER	;GLOW
	FOR BLINKING 20 TIMES	CLR P0.5
MOV P1,#000H	DOT_MATRIX: LCALL	MOV P2,R6
1107 1 1,1100011		ACALL DELAY1
	DOT_MATRIX_BLINK	ACALL DELATI
AGAIN:	DJNZ 50H,DOT_MATRIX	
REPEAT: JNB RI,REPEAT	CLR RI	;DIM
,	CLR TI	SETB P0.5
MOV A,SBUF		
; MOVE CONTENT OF SBUF TO	LJMP AGAIN	MOV P2,R5
ACCUMULATOR		ACALL DELAY1
	CHECKNEXT9:	
0705		.61011
CJNE A,#1,CHECKNEXT1	CJNE A,#0,GO_BACK	;GLOW
CPL P1.0	;RESET ALL	CLR P0.6
CLR RI	MOV P1,#00H	MOV P2,R6
	- I	ACALL DELAY1
CLR TI	CLR RI	ACALL DELAYI
LJMP AGAIN	CLR TI	
	LJMP bluetooth	;DIM
CUECKNEYT1.	231.11 3246633611	SETB P0.6
CHECKNEXT1:		
CJNE A,#2,CHECKNEXT2	GO_BACK: LJMP AGAIN	MOV P2,R5
CPL P1.1		ACALL DELAY1
CLR RI	DOT MATRIX DI TNIK.	
	DOT_MATRIX_BLINK:	
CLR TI	;GLOW	;GLOW
LJMP AGAIN	CLR P0.0	CLR P0.7
		MOV P2,R6
	MOV P2,R6	
CHECKNEXT2:	ACALL DELAY1	ACALL DELAY1
CJNE A,#3,CHECKNEXT3		
CPL P1.2	;DIM	;DIM
	1 ·	1 -
CLR RI	SETB P0.0	SETB P0.7
CLR TI	MOV P2,R5	MOV P2,R5
LJMP AGAIN	ACALL DELAY1	ACALL DELAY1
CUECKALEVE	0.01	DET
CHECKNEXT3:	;GLOW	RET
CJNE A,#4,CHECKNEXT4	CLR P0.1	
CPL P1.3	MOV P2,R6	DELAY: MOV R3,#50
	1 1	AGAIN 2: MOV R4,#255
CLR RI	ACALL DELAY1	· - · · · · · · · · · · · · · · · · · ·
CLR TI		AGAIN_3: DJNZ R4,AGAIN_3
LJMP AGAIN	;DIM	DJNZ R3,AGAIN_2
	SETB P0.1	RET
CHECKNEYTA		·
CHECKNEXT4:	MOV P2,R5	
CJNE A,#5,CHECKNEXT5	ACALL DELAY1	DELAY1:
CPL P1.4		MOV RØ,#3
	· CLOW	L1: MOV R1,#100
CLR RI	;GLOW	1
CLR TI	CLR P0.2	L2: MOV R2,#100
LJMP AGAIN	MOV P2,R6	L3: DJNZ R2,L3
	ACALL DELAY1	DJNZ R1,L2
CHECKNEYTE	MONEE PEENIT	
CHECKNEXT5:		DJNZ R0,L1
CJNE A,#6,CHECKNEXT6	;DIM	RET
CPL P1.5	SETB P0.2	
CLR RI		END
	MOV P2,R5	LIND
CLR TI	ACALL DELAY1	
LJMP AGAIN		
	;GLOW	
CHECKALENTS	1 '	
CHECKNEXT6:	CLR P0.3	
CJNE A,#7,CHECKNEXT7	MOV P2,R6	
CPL P1.6	ACALL DELAY1	
CLR RI		
CLR TI		
LJMP AGAIN	1	Ī

LJMP AGAIN