1.LED BLINKING	#define SEG_CODE 0xFF<<16	}	IOCLR0 = SEG_CODE;	0x79,	void delay(unsigned int count);	int main(void) {
	unsigned char const seg_alphabet[] = {	}	IOSET0 = seg_decimal[count] <<	0x71	void generate_square_wave(void);	PINSEL1 = (1 << 19);
#include "lpc214x.h"	0x77,	}	16;	};	int main(void) {	while (1) {
void delay (unsigned int k);	0x7C,		delayms(1000);	void delayms(int n) {	PINSEL1 = (1 << 19);	generate_triangle_wave();
void main(void)		3. DISPLAY NUMBERS	}	int i, j;	while (1) {	delay(50000);
1	0x39,	#include <lpc214x.h></lpc214x.h>	}	for(i = 0; i < n; i++)	generate_square_wave();delay(500	}
IODIR0 = 0xFFFFFFFF;	0x5E,	#define DS3 1<<13 // P0.13	}	$for(j = 0; j < 5035; j++) \{;\} $	00);	}
PINSEL0 = 0:	0x79,	#define DS4 1<<12 // P0.12		3	}	void delay(unsigned int count) {
while(1)	0x71	#define SEG_CODE 0xFF<<16	4. DISPLAY HEXA DECIMAL	int main(void) {	}	unsigned int i, j;
**************************************	};	unsigned char const seg_decimal[]	#include <lpc214x.h></lpc214x.h>	int count:	void delay(unsigned int count) {	for (i = 0; i < count; i++) {
loceta a assema	void delayms(int n) {	= {0x3F, 0x06, 0x5B, 0x4F, 0x66,	#define DS3 1<<13	PINSEL0 = 0:	unsigned int i, j;	
IOSET0 = 0x00000ff00;	int i, j;	0x6D, 0x7D, 0x07,	#define DS4 1<<12 #define		for (i = 0; i < count; i++) {	for $(j = 0; j < 6000; j++);$
delay(1000);	for(i = 0; i < n; i++) {	0x7F, 0x6F};	SEG_CODE 0xFF<<16 unsigned	PINSEL1 = 0; IODIR0 = SEG CODE DS3 DS4;	for $(j = 0; j < 6000; j++); $ }	}
IOCLR0 = 0x0000ff00;	$for(j = 0; j < 5035; j++) \{;\}$	void delayms(int n) {	char const seg_hexadecimal[] = {	IOSET0 = SEG_CODE DS3:	}	}
delay(1000);	}	int i, j;	0x3F,	IOCLR0 = DS4; // Enable DS4	void generate square wave(void)	void generate_triangle_wave(void)
}	int main(void) {	for(i = 0; i < n; i++)	0x06,	Display	{	
}	int count;	for $(j = 0; j < 5035; j++) \{;\}$	0x5B,	while (1) {	unsigned int high = 1023 << 6;	unsigned int i;
void delay(unsigned int k)	PINSEL0 = 0;	}	0x4F,	for (count = 0; count < 16;	unsigned int low = $0 << 6$; for (int	for $(i = 0; i < 1023; i++)$ {
{	PINSEL1 = 0;	3	0x66,	count++) {	i = 0; i < 100; i++) {	DACR = (i << 6);
unsigned int i,j;	IODIR0 = SEG CODE DS3	int main(void) {	0x6D,	IOCLR0 = SEG_CODE;	DACR = high; delay(10000);	delay(100);
for (j=0; j <k; j++)<="" td=""><td>DS4;</td><td>, ,,</td><td>0x7D,</td><td>IOSET0 =</td><td>DACR = low; delay(10000);</td><td>}</td></k;>	DS4;	, ,,	0x7D,	IOSET0 =	DACR = low; delay(10000);	}
$for(i = 0; i \le 800; i++);$	IOSET0 = SEG CODE DS3;	int count;	0x07,	seg_hexadecimal[count] << 16;	}	for (i = 1023; i > 0; i) {
1	IOCLR0 = DS4; while (1) {	PINSEL0 = 0;	0x7F,	delayms(1000); // 1 sec delay	}	DACR = (i << 6);
,	for (count = 0 ; count < 6 ;	PINSEL1 = 0; IODIR0 = SEG_CODE DS3 DS4 IOSET0	0x6F,	}		delay(100);
2. DISPLAY ALPHA	count++) {	= SEG_CODE DS3; // Disable	0x77.	}	6. TRIANGULAR	}
#include <lpc214x.h></lpc214x.h>	IOCLR0 = SEG_CODE;	DS3 display	. ,	}	#include <lpc214x.h></lpc214x.h>	1
	IOSET0 = seg_alphabet[count]	IOCLR0 = DS4; while (1) {	0x7C,		void delay(unsigned int count);	•
#define DS3 1<<13	<< 16;	for (count = 0 ; count < 10 ;	0x39,	5. SQUARE WAVE	void	
#define DS4 1<<12	delayms(1000); // 1 sec delay	count++) {	0x5E,	#include <lpc214x.h></lpc214x.h>	generate_triangle_wave(void);	