

EXPT. NO.: 9

TITLE: On chip ADC Programming With PIC Micro Controller

```
#include<p18f4550.h>
#include"vector relocate.h"
#define LCD_DATA PORTD
                                      //LCD data port
                                                             //LCD signal port
#define en
               PORTEbits.RE2
                                  // enable signal
#define rw
               PORTEbits.RE1
                                  // read/write signal
#define rs
               PORTEbits.RE0
                                 // register select signal
Void LCD_cmd(unsigned char cmd);
Void myMsDelay (unsigned int time)
{
        Unsigned int i, j;
        For (i = 0; i < time; i++)
                For (j = 0; j < 665; j++);
Void init_LCD(void)
  LCD_cmd(0x38);
                      // initialization of 16X2 LCD in 8bit mode
  myMsDelay(15);
  LCD_cmd(0x01);
                      // clear LCD
  myMsDelay(15);
  LCD_cmd(0x0E);
                      // cursor off
  myMsDelay(15);
  LCD_cmd(0x80);
  myMsDelay(15);
}
//Function to pass command to the LCD
Void LCD_cmd(unsigned char cmd)
```



```
LCD_DATA = cmd;
  Rs = 0;
 Rw = 0;
 En = 1;
 myMsDelay(15);
 en = 0;
 myMsDelay(15);
}
//Function to write data to the LCD
Void LCD_write(unsigned char data)
{
 LCD_DATA = data;
 Rs = 1;
  Rw = 0;
 En = 1;
 myMsDelay(15);
 en = 0;
 myMsDelay(15);
}
Void main(void)
Unsigned int val[4],ADC_Result=0,var;
Unsigned char i,str[]="Result:";
TRISD = 0x00;
                   //Configuring PORTD as output
TRISE=0;
TRISA=0xFF;
Init_LCD();
// ADC Initialization
ADCON1=0x0C;
ADCON2=0x8E;
```



ADCON0=0X09; //Turn ON ADC module

```
LCD_cmd(0x80);
For(i=0;str[i]!='\backslash 0';i++)
{
LCD_write(str[i]);
myMsDelay(200);
While(1)
 ADCON0bits.GO=1;
 While(ADCON0bits.GO==1);
Var=((unsigned int)ADRESH) << 8;
 ADC_Result=var+ADRESL;
For(i=0;i<4;i++)
{
Val[i]=ADC_Result%0x0A;
Val[i]=val[i]+0x30;
ADC_Result=ADC_Result/0x0A;
}
LCD_cmd(0x87); // LCD command to set DDRAM address. (DDRAM: Display Data RAM)
LCD_write(val[3]);
LCD_write(val[2]);
LCD_write(val[1]);
LCD_write(val[0]);
}
```



