Experiment No: 01 – Interfacing of LEDs

Marmik Moon

Roll No: 36

#include<reg51.h> void delay(unsigned int time)

{

unsigned int i, j; for (i=0;i<time;i++); for (j=0;j<0XFF;j++);

} int main() {

while(1)

{

P2=0X00; delay(500); P2=0XFF; delay(500);

}

}

#include<reg51.h> void delay(unsigned int time)

{ unsigned int i,j; for (i=0;i<time;i++); for (j=0;j<0XFF;j++);

}

Int main() { unsigned int z; for(z=0;z<=0XFF;z++)

{ P2=z; delay(100);

}

}

Experiment No: 02 – Interfacing of 7-segment display

Marmik Moon

Roll No: 36

#include<reg51.h> void delay(unsigned int time)

{

unsigned int i,j; for (i=0;i<time;i++); for (j=0;j<0XFF;j++);

} int main()

{

P0 = 0X00; while(1)

{

P0= ~0XED; delay(100); P0=~0X21; delay(100); P0=~0XF4; delay(100); P0=~0XF1; delay(100); P0=~0X39; delay(100); P0=~0XD9; delay(100); P0=~0XDD; delay(100); P0=~0X61; delay(100); P0=~0XFD; delay(100); P0=~0XF9; delay(100);

}

}