# PIC Activity 3

PIC KIT

$V_{DD}$

R1
R3
C1

| | | | | |
|---|---|---|---|---|
| | 1 | | 28 | |
| RA0 | 2 | | 27 | |
| RA1 | 3 | | 26 | RB5 |
| RA2 | 4 | | 25 | RB4 |
| RB3 | 5 | | 24 | RB3 |
| RA4 | 6 | | 23 | RB2 |
| RA5 | 7 | | 22 | RB1 |
| $V_{SS}$ | 8 | | 21 | RB0 |
| RA7 | 9 | | 20 | $V_{DD}$ |
| RA6 | 10 | | 19 | $V_{SS}$ |
| RC0 | 11 | | 18 | RC7 |
| RC1 | 12 | | 17 | RC6 |
| RC2 | 13 | | 16 | RC5 |
| RC3 | 14 | | 15 | RC4 |

$V_{DD}$

- Initialization
  - Set RA0-RA6 to zero so that the lights are off and RA7 to 1 so that the light is on
  - Set TRISA and ANSELA to zero

Code
- make a nested for loop one to count the counter and another for delay
- the first loop will count up to 64 times so that it can be enough for a 6-bit counter (0-63)
- Inside the nested for loop keep initializing LATA to 0x80 so that we can get 1000 0000 and perform a bitwise OR
  ↳ (RA7)
  with counter so that the lights light up in that order with a bit of delay.