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Section: A

Code:

Code:

```
#include <reg51.h>
#include <stdio.h>
int wave_sts=0;

void Delay(unsigned int x)
{   unsigned int i;
    for(i=0;i<x;i++);
}

void external_interrupt_initialize()
{
    IE=0x81; //external interrupt 0 is enabled
    IT0=1; // Select Ext. interrupt0 on falling edge }

void ext(void) interrupt 0 //ISR for external interrupt 0;
{
    wave_sts++;
    if(wave_sts==4)
    {
        wave_sts=0;
    }
}

void main(void)
{
    external_interrupt_initialize();
    while(1)
    {
        if(wave_sts==0)    {
//sine wave
            unsigned int
            sine[]={ 128,156,192,226,238,255,238,226,192,128,64,32,6,4,0,16,32,64};
            int i;

            for(i=0;i<18;i++)
            {
                P1=sine[i];
                Delay(400);
            }
        }
    }
}
```

```

    }
    else if(wave_sts==1) //saw tooth
    {
        P1=0;    P1 =
0xFF;    while(P1
!= 0x00)
        {
            P1--;
            Delay(40);    //Delay
        }
    }

    else if(wave_sts==2) //Square Wave
    {
        P1 = 0x00;
        P1 = 0xFF;
        Delay(4400);    //Delay
        P1 = 0x00;
        Delay(4400);    //Delay
    }

    else    //triangular wave
    {
        P1 = 0x00;
        while(P1 != 0xFF)
        {
            P1++;
            Delay(45);    //Delay        }

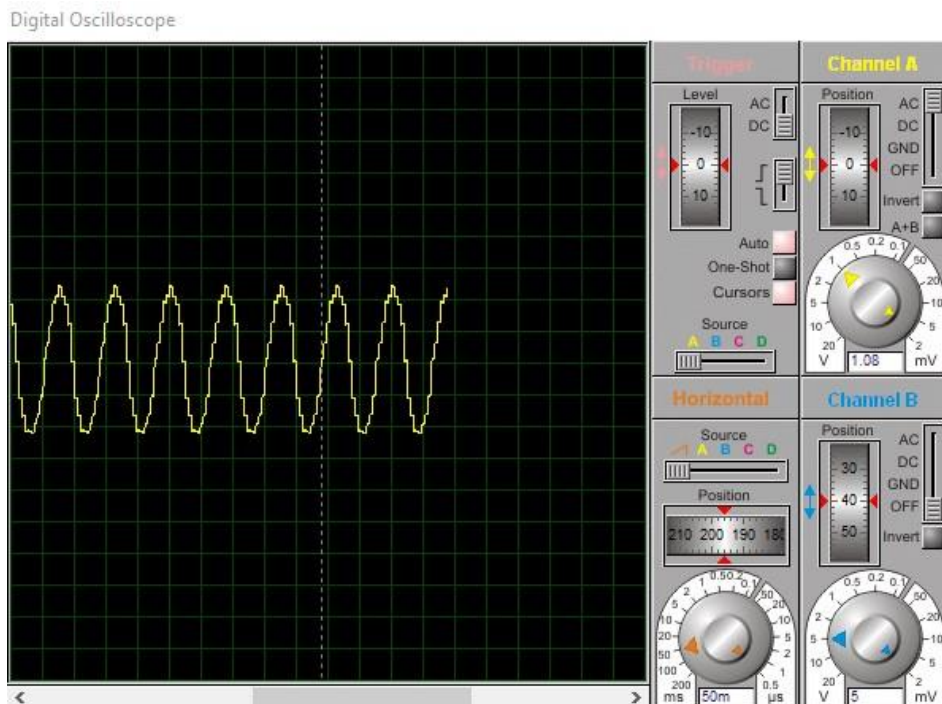
        while(P1 != 0x00)
        {
            P1--;
            Delay(45);    //Delay
        }
    }

}

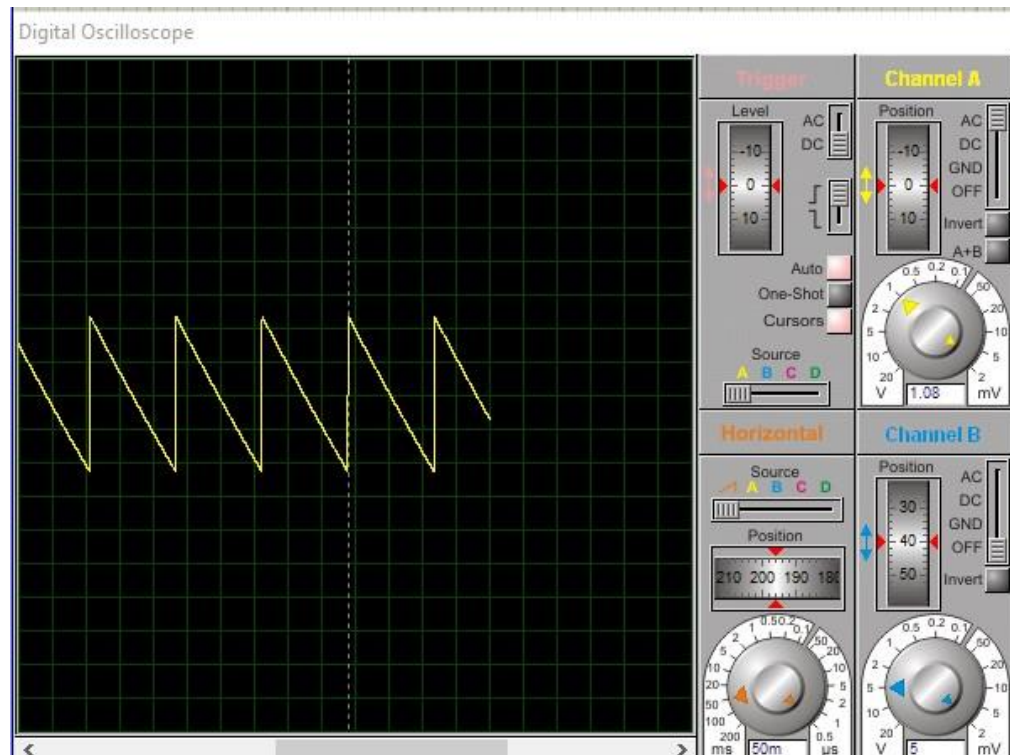
}

```

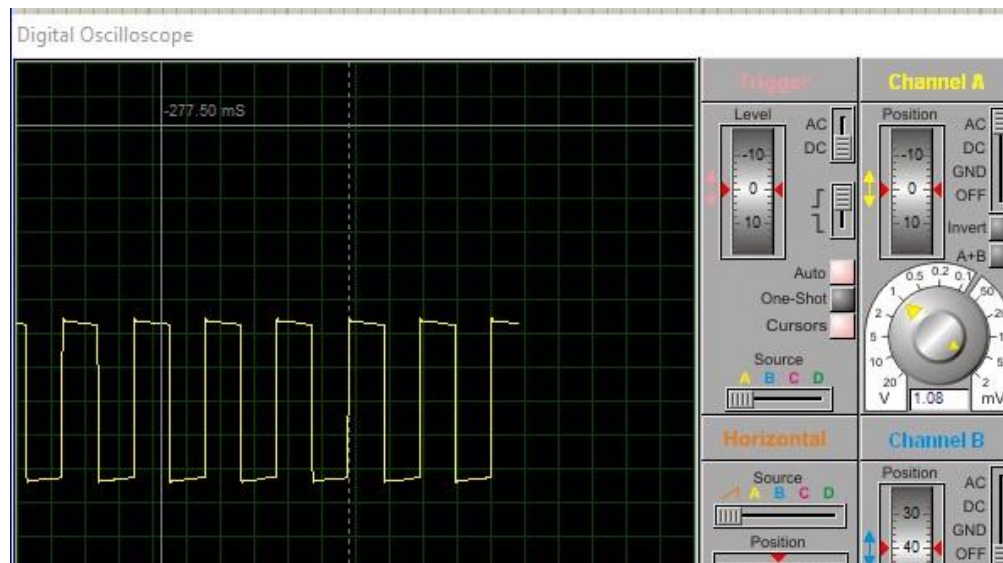
Sine Wave:



Sawtooth Wave:



Square Wave:



Triangular Wave:

Digital Oscilloscope

