

# FLOW MEASUREMENT

## Special Assignment and Lab Project Report

Course: 2EC701CC23: Microcontroller and Interfacing

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# 1. Introduction

Water flow measurement is important in homes, industries, and irrigation systems. This project uses an **8051 microcontroller** to build a simple digital water flow meter. A **flow sensor** sends pulses as water flows, and the microcontroller counts these pulses to calculate the total volume. The result is shown on a **16x2 LCD**, while a **buzzer and LED** provide alerts when a set amount of water is measured. This system is **low-cost, reliable**, and useful for basic water management.

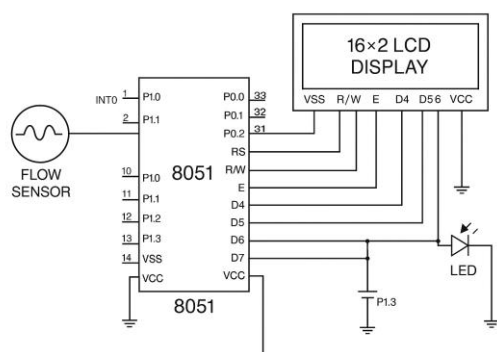
## 2. Theory

The flow measurement system using the 8051 microcontroller counts pulses generated by a flow sensor to calculate the volume of liquid flowing through a pipe. Each pulse represents a fixed amount of liquid, and the system uses interrupts to count these pulses. After every set number of pulses, the volume is updated. The total pulse count and volume are displayed on an LCD. Delay subroutines ensure proper timing for pulse counting and display updates. This system provides real-time monitoring of liquid flow in a pipeline.

## 3. Working

- **Pulse Counting:** Each pulse from the sensor increments a counter (30H), and every 10 pulses (defined by `PULSES_PER_LITER`), the volume (31H) increases by 1 liter.
- **Interrupt Handling:** An external interrupt (EX0) triggers the ISR, which counts pulses and updates the volume.
- **LCD Display:** The pulse count and total volume are displayed on the LCD. The `UPDATE_DISPLAY` subroutine refreshes the screen with the current values.
- **Delays:** The program includes delay subroutines to control timing, including a 2-second and 5-second delay for debounce and refresh purposes.

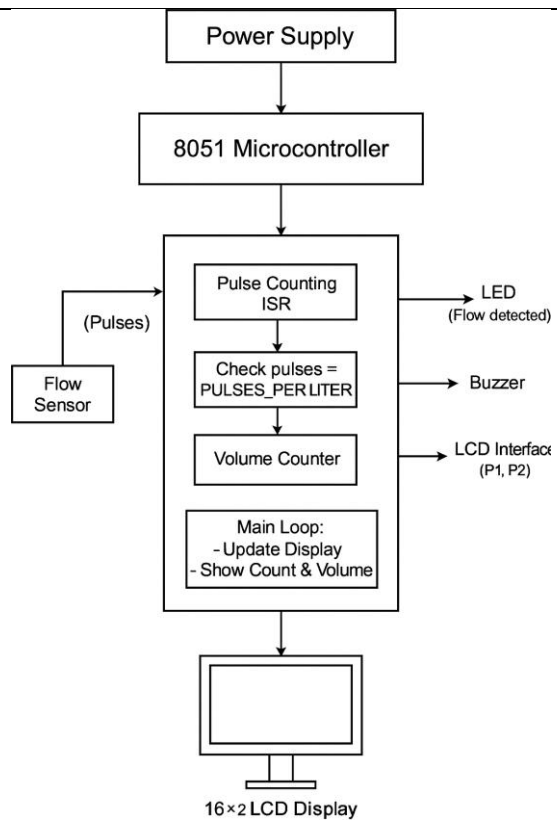
## 4. Circuit Diagram



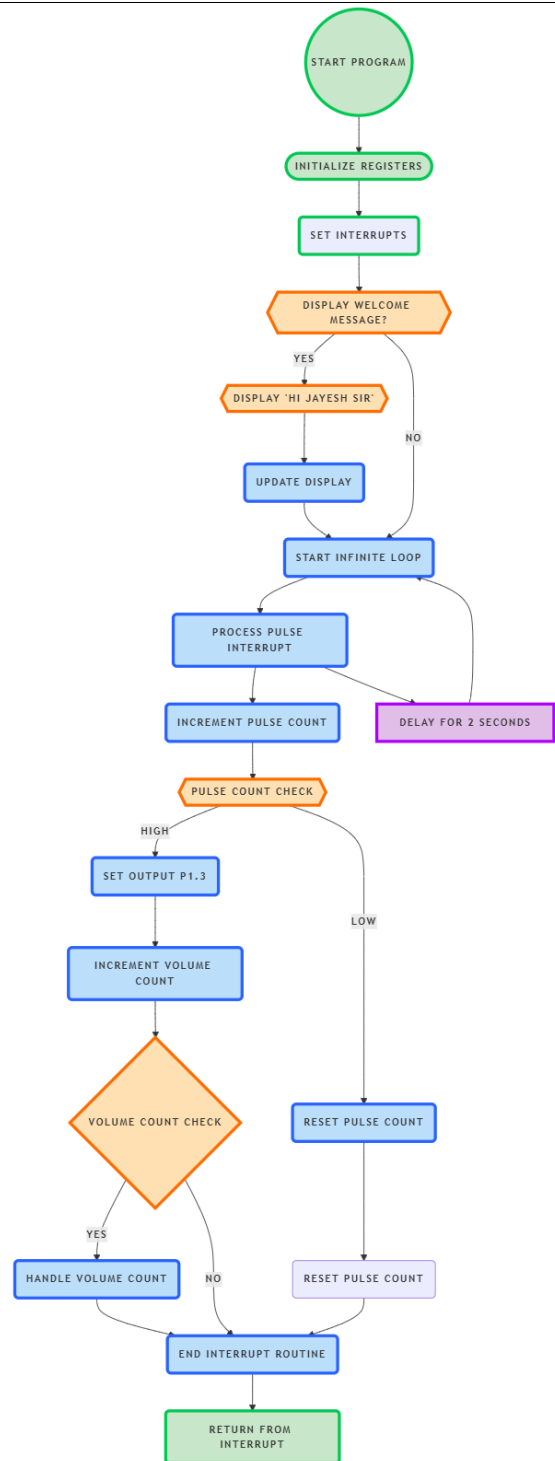
## 5. Algorithm

- Initialize microcontroller, counters, and LCD.
- Enable external interrupt for pulse detection.
- On each pulse, increment pulse counter.
- If pulse count reaches threshold, increment volume and reset pulse count.
- Continuously display pulse and volume on LCD.
- Use delays for stable display and output.

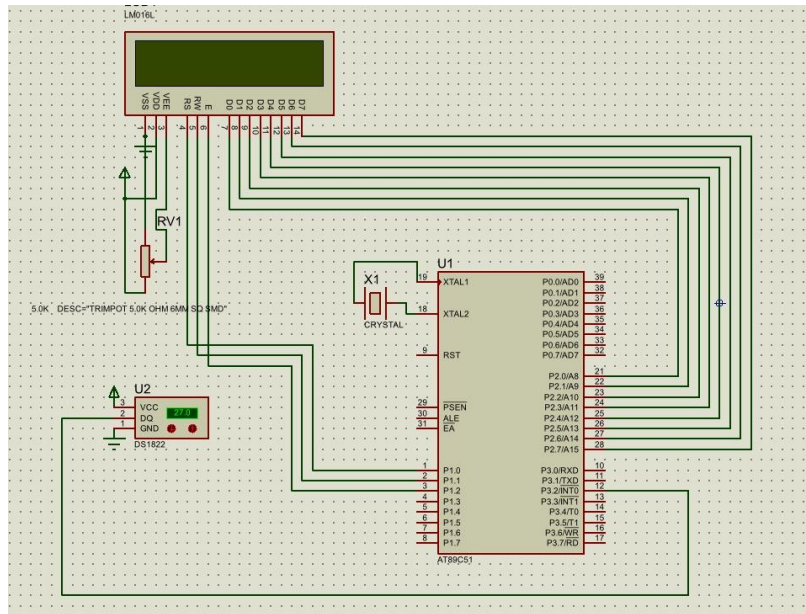
## 6. Block Diagram



## 7. Flowchart



## 8. Proteus Diagram



## 9. Code

```

ORG 0000H
    SJMP MAIN
    ORG 0003H
    SJMP Pulse_ISR_Direct
    ORG 0030H
PULSE_COUNT:  DS 2
TOTAL_vollume: DS 2
PULSES_PER_LITER EQU 10

```

```

    ORG 0050H
MAIN:
    MOV SP, #60H
    MOV 30H, #0
    MOV 31H, #0
    MOV 32H, #0
    MOV 33H, #0
    SETB IT0
    SETB EX0
    SETB EA
    ACALL LCD_Start

```

```
MOV DPTR, #welcome_string
ACALL LCD_STRING
```

```

JJ:      ACALL UPDATE_DISPLAY
         SJMP jj

```

```
Pulse_Isr_Direct:
    PUSH ACC
    PUSH PSW
```

ACALL DELAY\_2S

```

INC 30H
MOV A, 30H
JNZ ISR_CHECK_HIGH
INC 31H
ISR_CHECK_HIGH:
MOV A, 31H
CJNE A, #HIGH(PULSES_PER_LITER),
ISR_END
MOV A, 30H
CJNE A, #LOW(PULSES_PER_LITER),
ISR_END

```

```
SETB P1.3
        ACALL DELAY_5S
        INC 32H
MOV A, 32H
JNZ RESET_PULSE
INC 33H
```

```
RESET_PULSE:
    MOV 30H, #0
    MOV 31H, #0
```

```

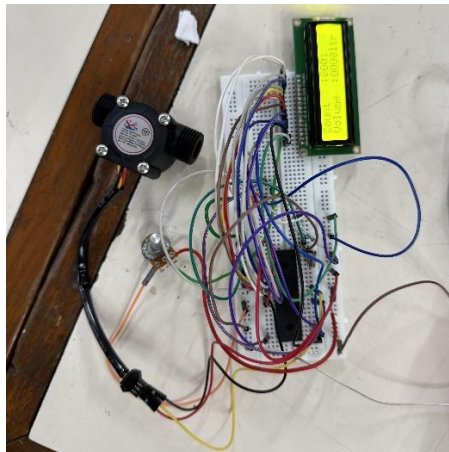
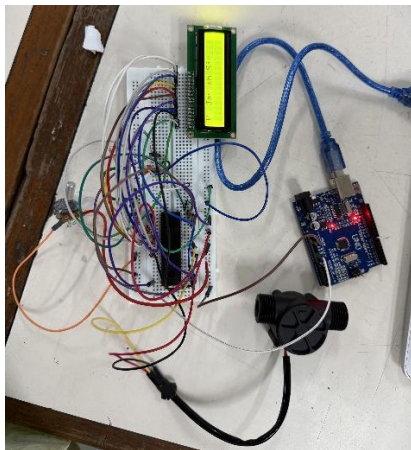
MOV A, 33H
ACALL DISP_HEX
LCD_start:
MOV P2, #00H
CLR P1.0
CLR P1.1
MOV A, #38H
ACALL LCD_CMD
MOV A, #0EH
ACALL LCD_CMD

```

<pre> MOV A, #01H ACALL LCD_CMD MOV A, #06H ACALL LCD_CMD RET  LCD_CMD: MOV P2, A SETB P1.2 ACALL DELAY CLR P1.2 ACALL DELAY RET  LCD_DATA: MOV P2, A SETB P1.0 CLR P1.1 SETB P1.2 ACALL DELAY CLR P1.2 ACALL DELAY CLR P1.0 RET  LCD_STRING: CLR A MOVC A, @A+DPTR JZ LCD_STR_END ACALL LCD_DATA INC DPTR SJMP LCD_STRING  LCD_STR_END: RET  UPDATE_DISPLAY: MOV A, #80H ACALL LCD_CMD MOV DPTR, #impulse_string ACALL LCD_STRING MOV A, 31H ACALL DISP_HEX MOV A, 30H ACALL DISP_HEX  MOV A, #0C0H ACALL LCD_CMD MOV DPTR, #vollume_string ACALL LCD_STRING ACALL DISP_HEX MOV A, 32H ACALL DISP_HEX MOV DPTR, #ltr ACALL LCD_STRING RET </pre>	<pre> DISP_HEX: PUSH ACC SWAP A ANL A, #0FH ACALL HEX_TO_ASCII ACALL LCD_DATA POP ACC ANL A, #0FH ACALL HEX_TO_ASCII ACALL LCD_DATA RET  HEX_TO_ASCII: CJNE A, #10, HTA_CHECK HTA_CHECK: JC HTA_NUM ADD A, #55 RET  HTA_NUM: ADD A, #48 RET  DELAY_2S: MOV R7, #20 DELAY_LOOP1: MOV R6, #200 DELAY_LOOP2: MOV R5, #250 DELAY_LOOP3: NOP NOP DJNZ R5, DELAY_LOOP3 DJNZ R6, DELAY_LOOP2 DJNZ R7, DELAY_LOOP1 RET  DELAY_5S: MOV R7, #50 DELAY_LOOP11: MOV R6, #200 DELAY_LOOP22: MOV R5, #250 DELAY_LOOP33: NOP NOP DJNZ R5, DELAY_LOOP33 DJNZ R6, DELAY_LOOP22 DJNZ R7, DELAY_LOOP11 RET  DELAY: MOV R6, #50 DELAY1: MOV R7, #100 DELAY2: DJNZ R7, DELAY2 DJNZ R6, DELAY1 RET </pre>
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; Messages welcome_sir: DB "Hi Jayesh Sir", 0 impulse_string: DB "Count :", 0 vollume_string:	DB "Volume:", 0 ltr: DB "ltr",0 welcome_project: DB "Welcome to flow",0 END
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## 10. Result



## 11. Bill of Material

Component	Amount
Jumper wire	2*20 = 40
Breadboard	70
Flow sensor	270
At89C51	125
11.0592 crystal	5
10k resistor	1
10micro farad capacitor	1
Pushbutton	2
16*2 LCD display	100
Potentiometer	30

## 12. Applications

- Domestic water usage monitoring
- Irrigation systems for agriculture
- Industrial fluid flow control
- Smart water metering
- Water conservation and leak detection systems

### **13. Set of Questions:**

1. What is the purpose of a flow measurement system?
2. Which microcontroller is used in this project?
3. What component is used to detect the flow of liquid?
4. How does the 8051 count the pulses from the flow sensor?
5. What does each pulse from the sensor represent?

### **Summary:**

This project implements a digital water flow measurement system using the 8051 microcontroller and a flow sensor. The sensor generates pulses proportional to water flow, which are counted via external interrupts. The total volume is calculated and displayed on a 16x2 LCD. The system is simple, cost-effective, and suitable for various water monitoring applications.