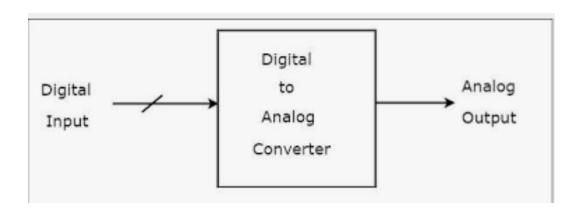
Interfacing DAC with 8051

• Engr. Shahzada Fahim Jan

 DAC (Digital to Analog Converter) is widely used to convert digital pulses to analog signal voltage or current.

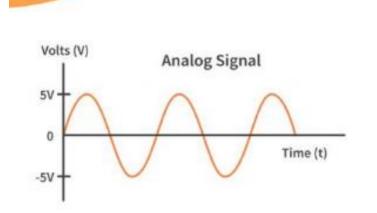


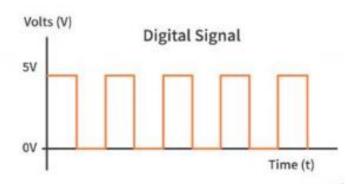
➤ Analog:

Analog signals are a type of signal sent in a continuous wave. These waves can vary in both amplitude and frequency.

➤ Digital:

Digital signals are signals that are represented in discrete values.



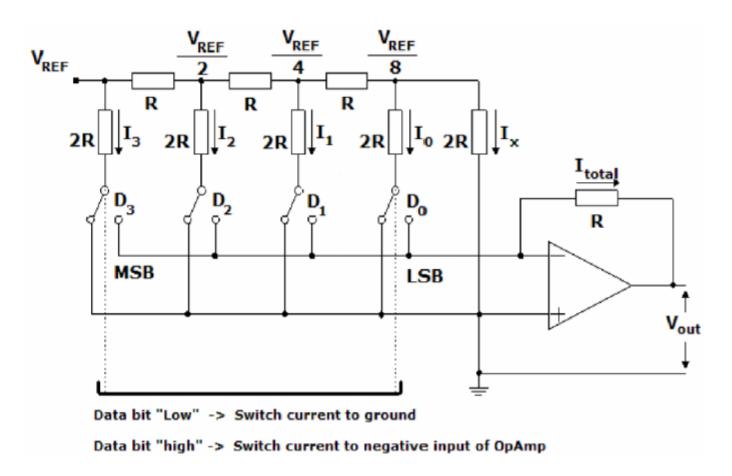


• Resolution:

The amount of changes in the output voltage for every single change of the LSB of the digital input.

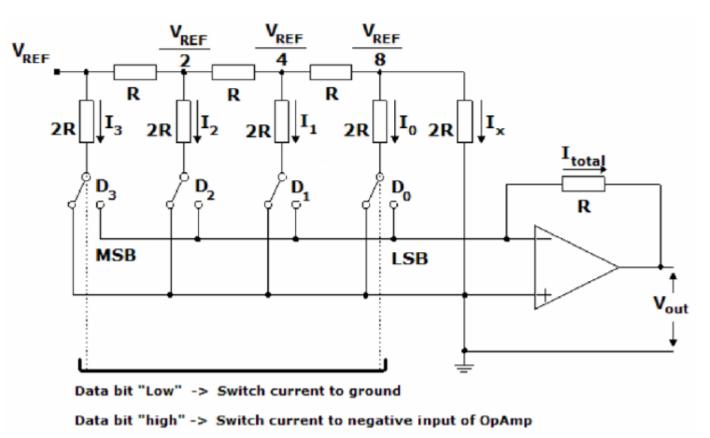
R/2R 4-bit DAC Architecture (1/2)

- Uses a repeating cascaded structure of resistor values R and 2R to create a binary weighted DAC.
- The R/2R ladder divides down a positive reference voltage by switching individual resistors between a positive reference voltage, V_{REF}, and the analogue ground, generating a current.
- The equivalent resistance between V_{REF} and ground is R.
- An operational amplifier converts this current to Voltage (V_{out})

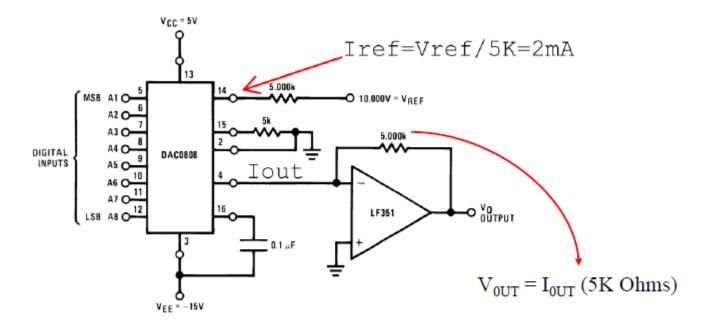


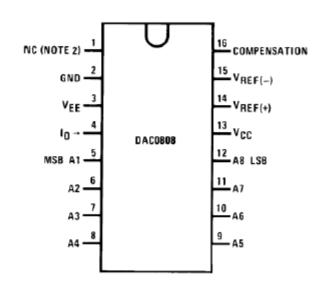
R/2R 4-bit DAC Architecture (2/2)

- Vout = $\frac{V_{ref}}{2^4}$ * Value
- Example:
 - if Value = 15 & V_{ref} = 2.5 Volts.
 - Vout = ?
- Step size = ?



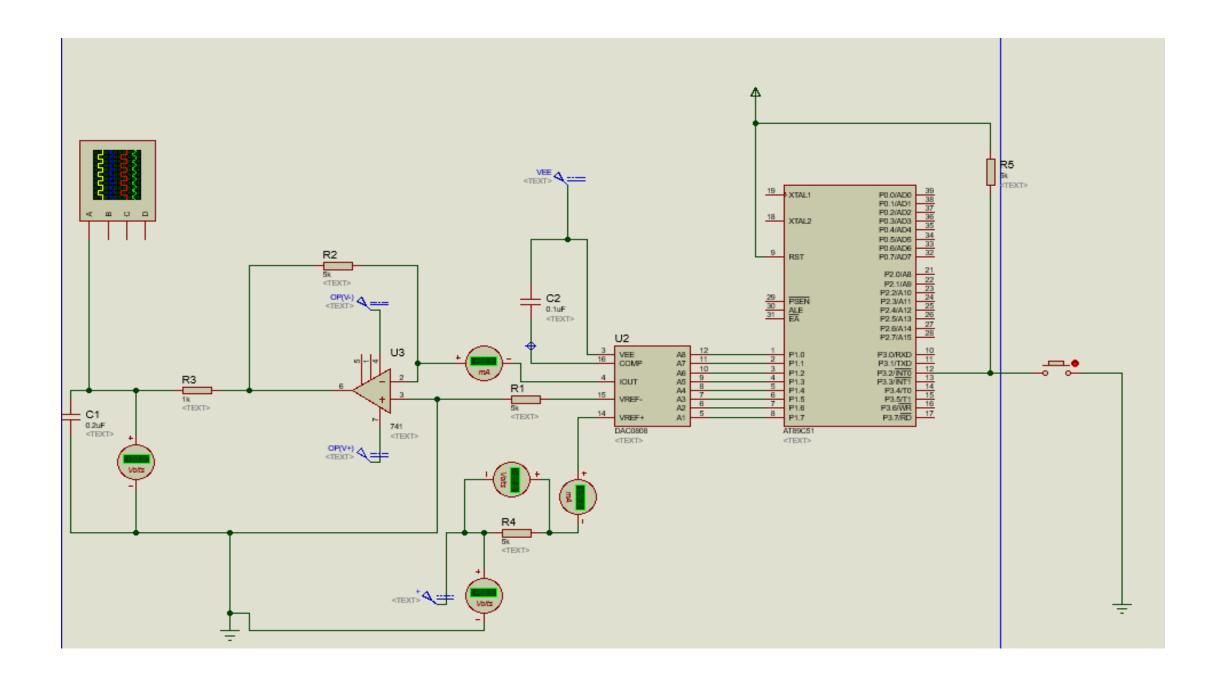
Typical Application (DAC0808)





$$I_{OUT} = Iref (D_7/2 + D_6/4 + D_5/8 + D_4/16 + D_3/32 + D_2/64 + D_1/128 + D_0/256)$$

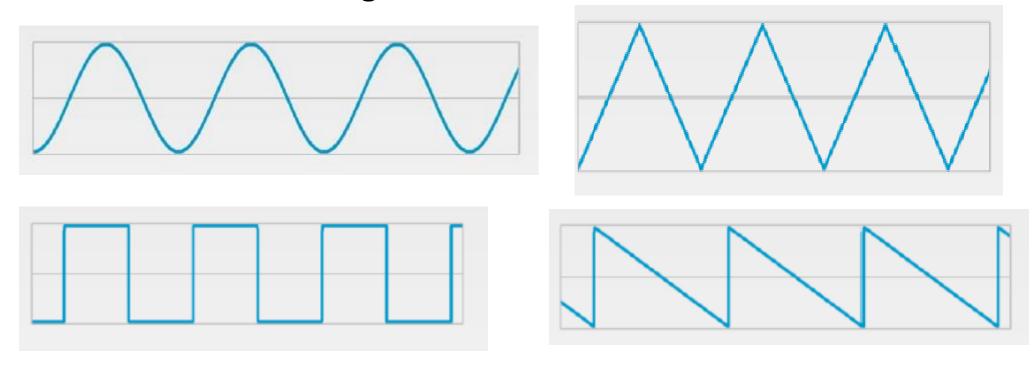
$$V_{OUT} = I_{OUT} (5K \ Ohms)$$



```
#include <reg51.h>
  #include <stdio.h>
  void delay(unsigned int x)
\square{
    unsigned int i;
    for(i=0;i<x;i++);
□ void sine_wave(){
       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(15);
□ void square(){
      P1 = 0 \times 00;
  void main(void)
⊟{
while(1){
         sine_wave();
```

TASK

Generate the following waveform



 You can use a button, when pressed once then generate triangular wave, when pressed again generate the square wave and so on.
 Use Port-interrupt for button detection.