



CLASS: T.E. E &TC

SUBJECT: MC

ROLL NUMBER-32440

EXPT 6: Generation of square wave using timer with interrupt.

```
#include <p18f4550.h>
```

```
void timer_isr(void);
```

```
void delay_ms(unsigned int);
```

```
extern void _startup (void);
```

```
#pragma code RESET_INTERRUPT_VECTOR = 0x1000
```

```
void reset (void)
```

```
{
```

```
    _asm
```

```
        goto _startup
```

```
    _endasm
```

```
}
```

```
#pragma code
```

```
#pragma code HIGH_INTERRUPT_VECTOR = 0x1008
```

```
void high_ISR (void)
```

```
{
```

```
    _asm
```

```
        goto timer_isr
```

```
    _endasm    //The program is relocated to execute the interrupt routine timer_iser
```

```
}
```

```
#pragma code
```

// This function is executed as soon as the timer interrupt is generated due to timer overflow



```
#pragma interrupt timer_isr
```

```
void timer_isr(void)
```

```
{
```

```
    TMR0H = 0X6D;           // Reloading the timer values after overflow
```

```
    TMR0L = 0X82;
```

```
    PORTDbits.RD0 = ~PORTDbits.RD0;           //Toggle the PORTB led outputs
```

```
RB0 - RB3
```

```
    INTCONbits.TMR0IF = 0;           //Resetting the timer overflow interrupt flag
```

```
}
```

```
void main()
```

```
{
```

```
    INTCON2bits.RBPU=0;           //To Activate the internal pull on PORTB
```

```
    ADCON1 = 0x0F;
```

```
    TRISD = 0;
```

```
    PORTD=0;
```

```
    T0CON = 0x03;           //Set the timer to 16-bit mode,internal
```

```
instruction cycle clock,1:256 prescaler
```

```
    TMR0H = 0x00;           // Reset Timer0 to 0x48E5 TO MAKE DELAY OF 1 SECOND
```

```
    TMR0L = 0x00;
```

```
    INTCONbits.GIE = 1;           // Global interrupt enabled
```

```
    INTCONbits.TMR0IE = 1;           // TMR0 interrupt enabled
```

```
    T0CONbits.TMR0ON = 1;           // Start timer0
```

```
    while(1);
```

```
}
```

```
void delay_ms(unsigned int time)
```

```
{
```

```
    unsigned int i,j;
```

```
    for (i=0;i<time;i++)
```

```
        for (j=0; j<710;j++);
```

```
}
```