

Embedded Microprocessors Group Project

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Assignment Submission Dates

- Assignment 1 – 19 Jan 2018
- Assignment 2 – 6 March 2018

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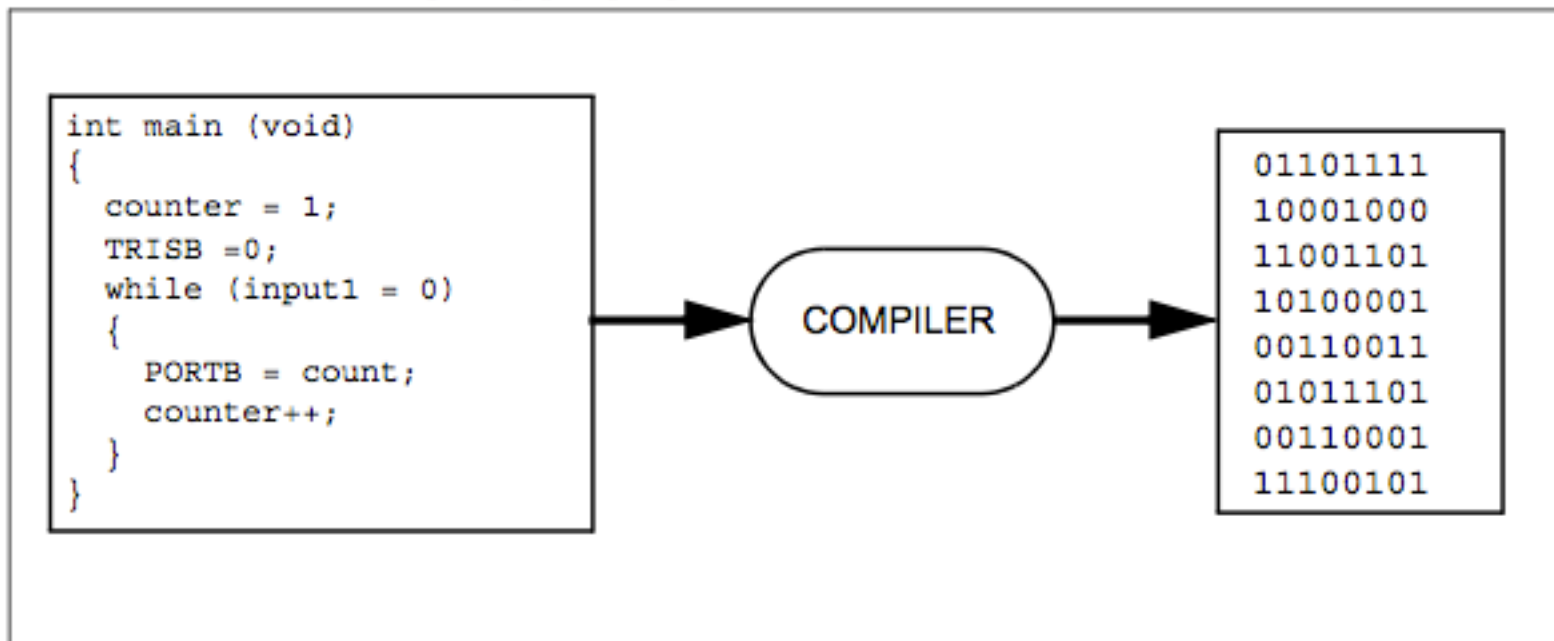
- Introduction to MPLAB IDE
- Introduction to Microchip Board, Pickkit 3
- Test a program using Simulator
- Test a program using Microchip Board
- Create a delay loop
- Program to blink LED on/off
- Setting up configuration bits

Introduction to MPLAB IDE

- Download MPLAB-X IDE
 - <http://www.microchip.com/mplab/mplab-x-ide>
- Download XC8 compilers
 - <http://www.microchip.com/mplab/compilers>
 - <http://ww1.microchip.com/downloads/en/DeviceDoc/50002053G.pdf>

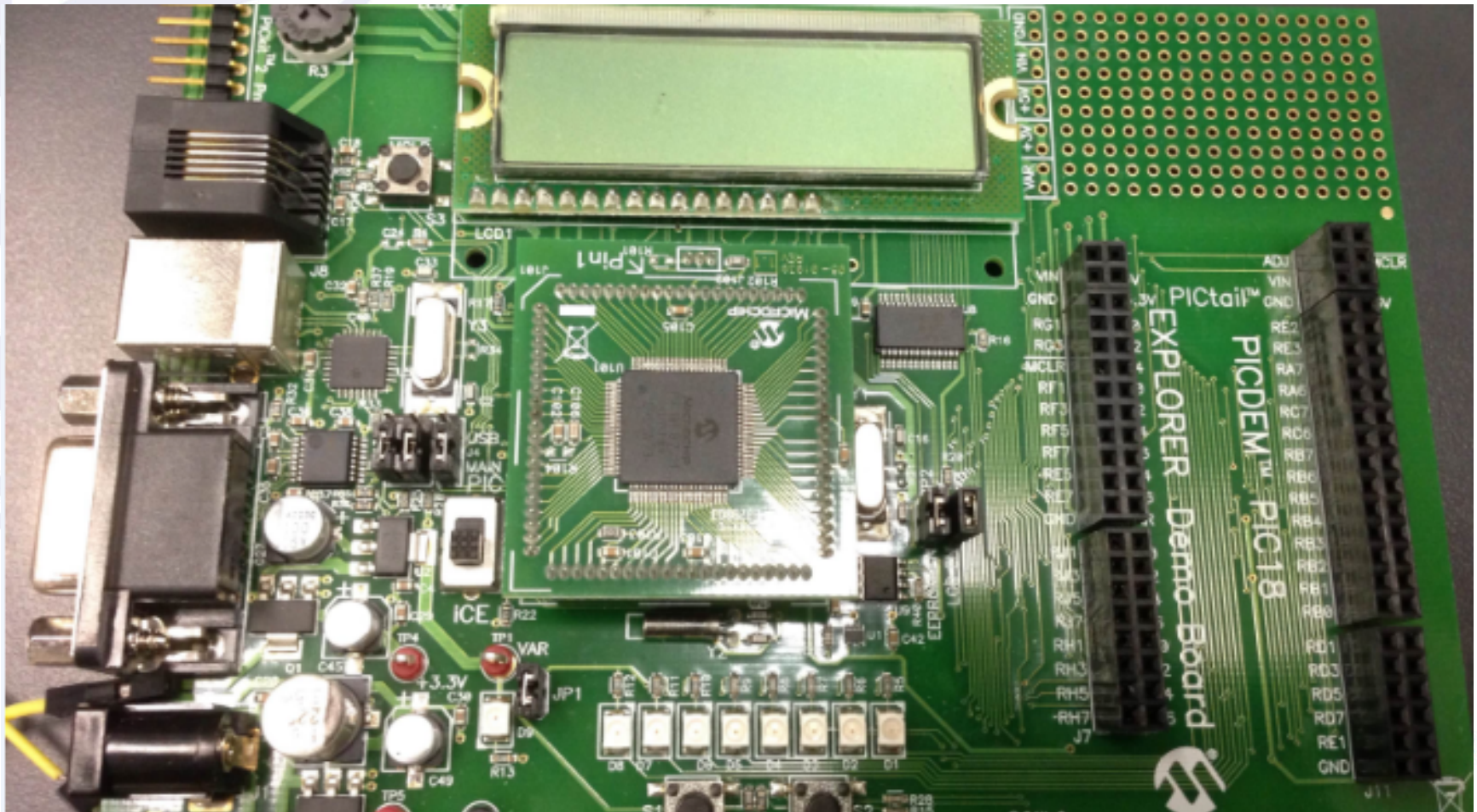
XC compilers

FIGURE 1-8: A COMPILER CONVERTS SOURCE CODE INTO MACHINE INSTRUCTIONS



Introduction to Microchip Board

PIC18F87J11



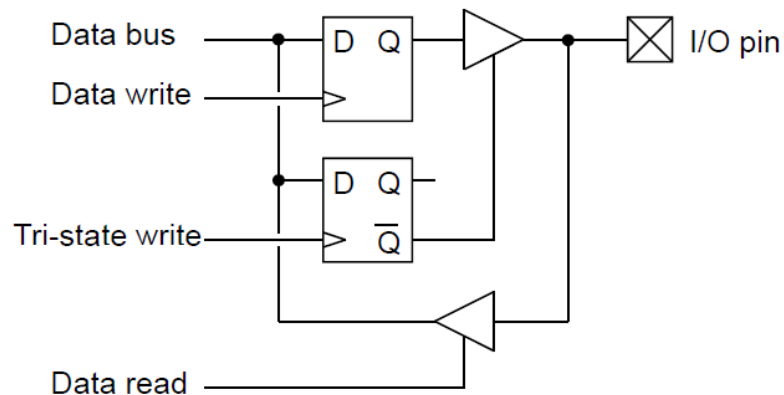
<http://ww1.microchip.com/downloads/en/DeviceDoc/50001721C.pdf>

Use Port Or Latch?

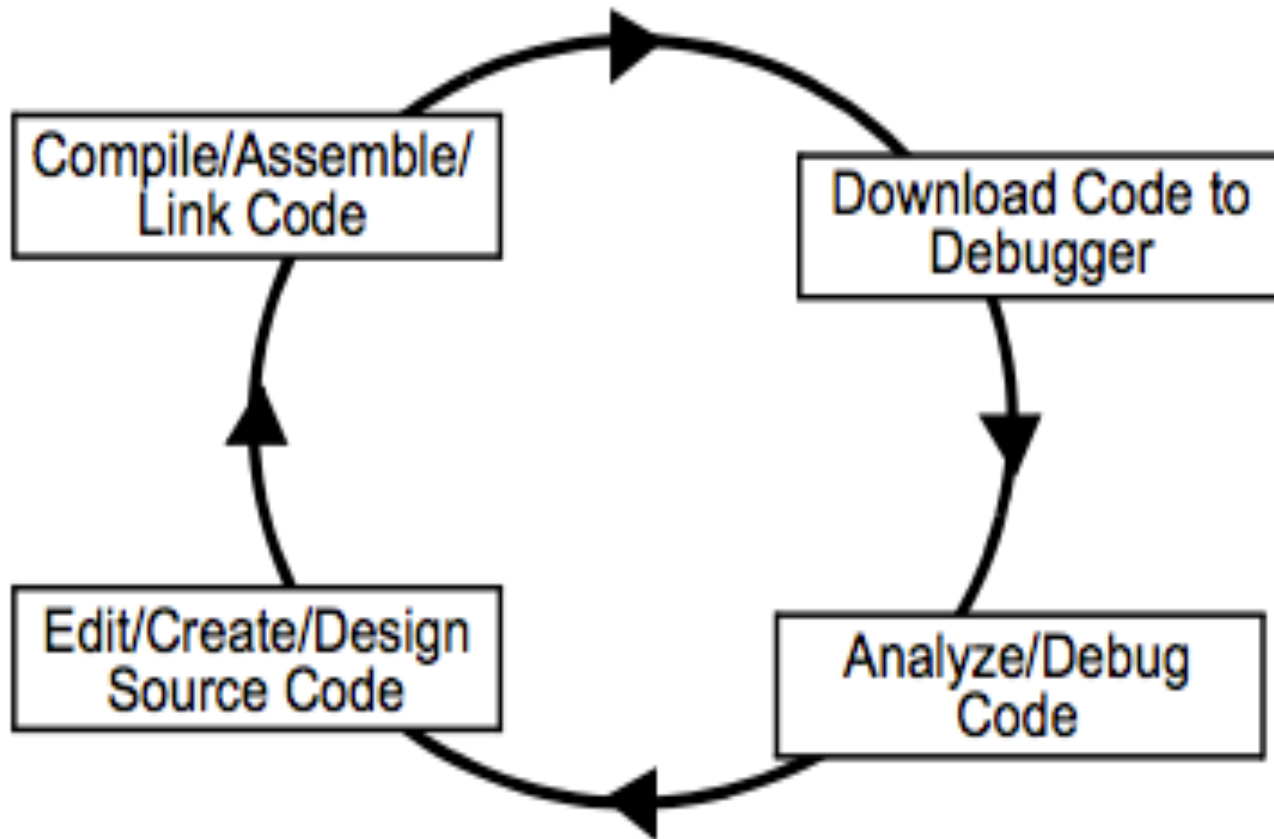
The latch is the *output* latch onto which values are written.
The port is the voltage at the actual pin

- If it's an Input pin you must use PORT
- If its an output and you want to know what you have written to -> use LAT
- If its an output and you want to know the actual state at the pin -> use PORT

Simplified diagram representing a single data I/O pin of one of the ports A-E:



Design Cycle



PIC Family to use

- Soldered Prototype – PIC18F4550
- PIC Development board – PIC18F87J11

Sample test – Turn ON PortD LEDs

```
void main()  
{  
    PORTA = 0x00; //set RA0-RA5 low  
    TRISA = 0x00; //set PORTA to output  
    //superloop  
    while(1)  
    {  
        PORTA = 0xFF;  
    }  
}
```

Implement a Delay

```
#define _XTAL_FREQ 8000000  
void delay1s (void);
```

```
void delay1s (){  
    for (int i=0; i<50; i++){  
        _delay_ms(20);  
    }  
}
```

Test Input Port, If loop

```
void main(void) {  
    TRISB=1; // port B is input  
    TRISD=0; // port D is output  
    LATD=0;  
  
    Motor = 0; // turn the motor off  
  
    while(1){  
        if (Button == 0){ // it means button is pressed  
            Motor = 1;  
        }  
    }  
    return;  
}
```