

## Experiment Number 3

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Branch :: CSE - IoT  
Semester :: 5<sup>th</sup>  
Subject :: Embedded System Lab

UID :: 19BCS4525  
Sec/Grp :: 1/A  
Date :: 22<sup>nd</sup> Sept, 2021  
CODE :: CSD-333

### 1. Aim :

To study the architecture of PIC18.

### 2. Task :

1. To add the contents of the UID.
2. To move the data from working register to different locations

### 3. Theory :

The PIC18 has a RISC (Reduced Instruction Set Computer) architecture. All PIC microcontroller is of 8 bit.

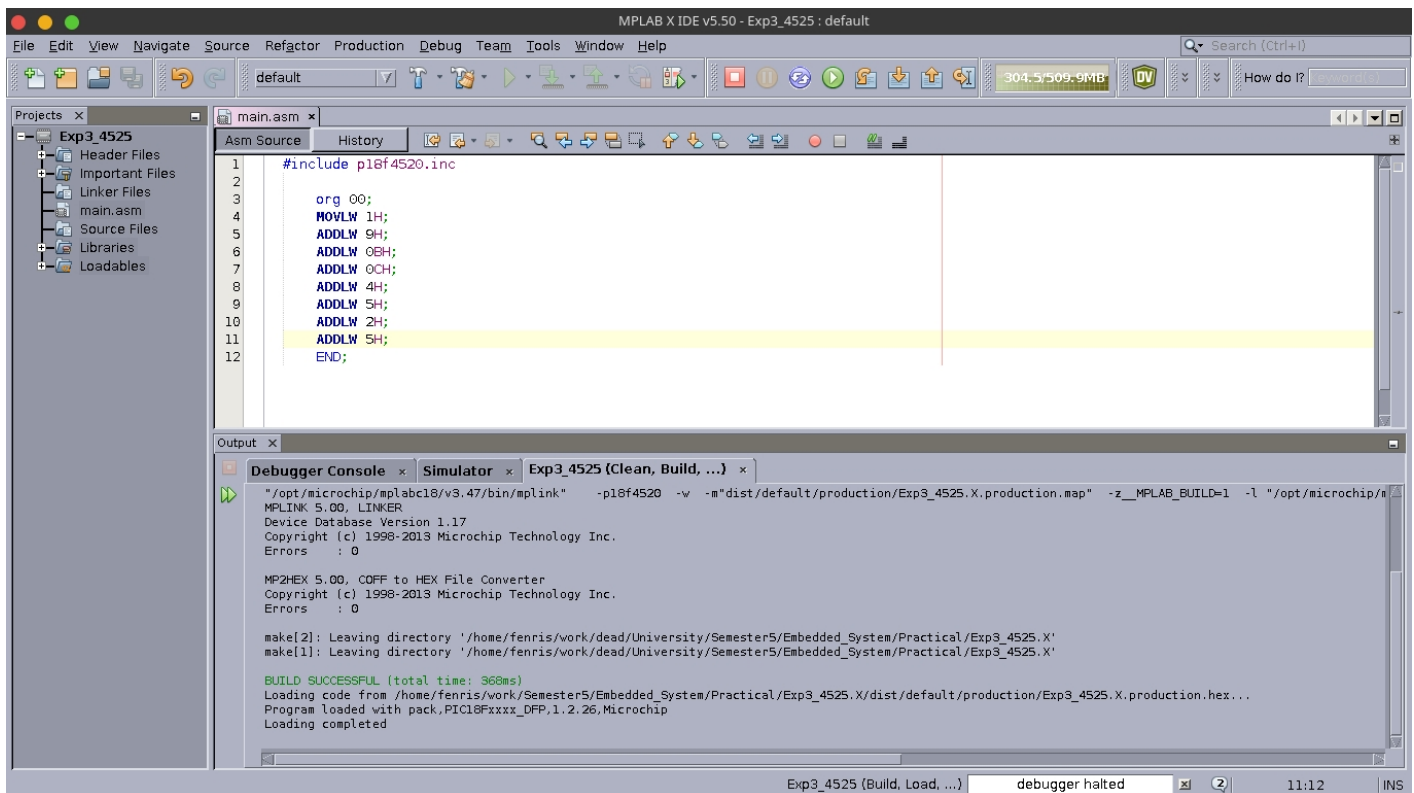
#### **PIC18 Features:**

- **DataRAM:** RAM space is for data storage. The PIC18 has a maximum of 4096 bytes(4k) of data RAM space. The data RAM size varies from 256 to 4096 bytes.
- **DataEEPROM:** Electrically Erasable Programmable Read-Only Memory of 256 bytes. It is used when there is no enough memory space and to reprogram the code.
- **Timers:** 4 timers are available.
- **ADC:** 10-bit Analog to Digital Converter.
- **USART:** Universal Synchronous Asynchronous Receiver Transmitter is also there.
- **I/O Pins:** The number of pins for the PIC18 package goes from 18 to 80 pins. On-chip program(code)
- **ROM:** The PIC18 has 2M(megabytes) of program(code) ROM.
- **OTP:** One-time-programmable is also a versions of the PIC18 in which you cannot reprogram it.
- **UV-EPROM:** The window on the UV-EPROM chip allows the UV light to erase the ROM.
- **PIC18xxx with flash:** The flash version of PIC because flash memory is erased in seconds.

## 4A. Source Code :

```
#include p18f4520.inc
```

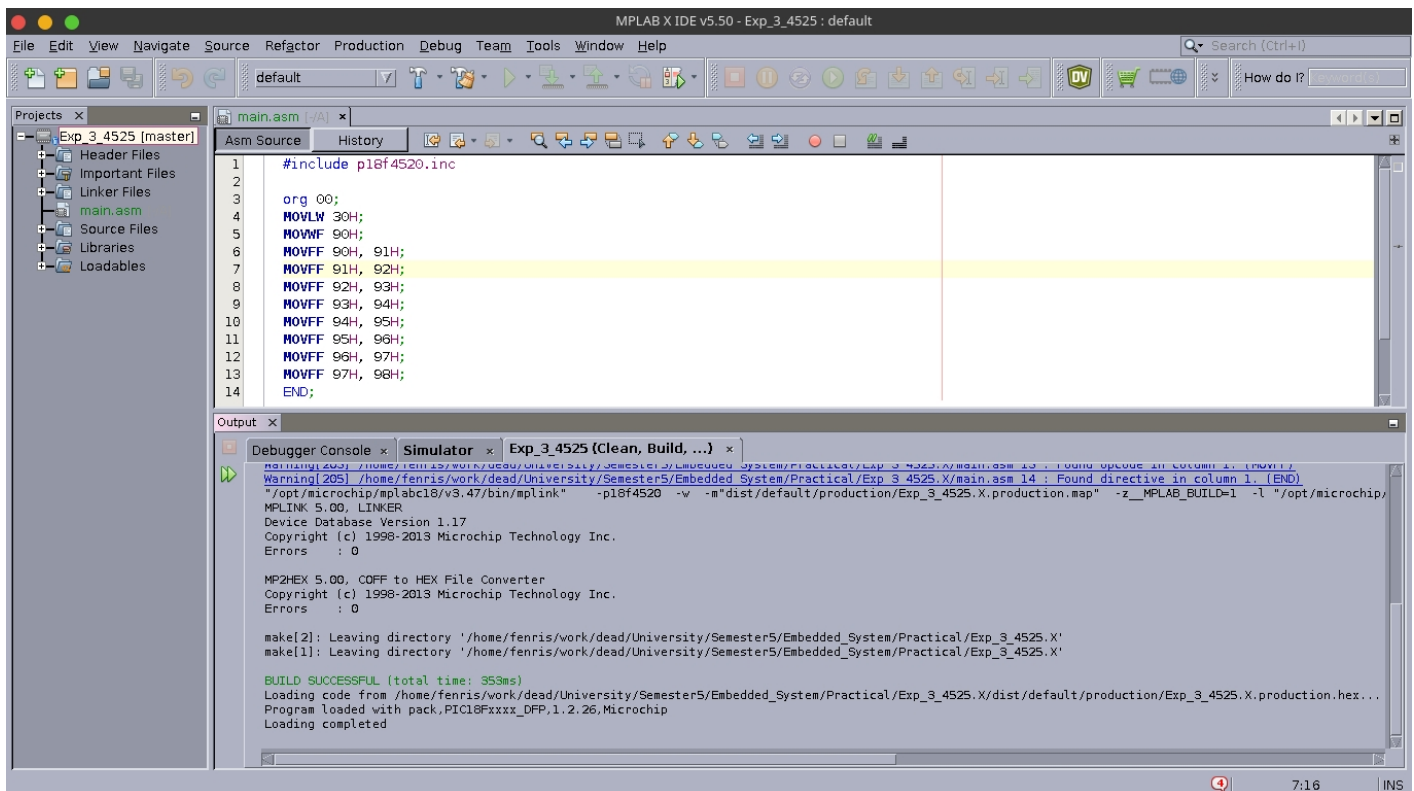
```
org 00;  
MOVLW 1H;  
ADDLW 9H;  
ADDLW 0BH;  
ADDLW 0CH;  
ADDLW 4H;  
ADDLW 5H;  
ADDLW 2H;  
ADDLW 5H;  
END;
```



## 4B. Source Code :

```
include p18f4520.inc
```

```
org 00;
MOVLW 30H;
MOVWF 90H;
MOVFF 90H, 91H;
MOVFF 91H, 92H;
MOVFF 92H, 93H;
MOVFF 93H, 94H;
MOVFF 94H, 95H;
MOVFF 95H, 96H;
MOVFF 96H, 97H;
MOVFF 97H, 98H;
END;
```



## 5. Observations :

The first screenshot shows the MPLAB X IDE v5.50 interface with the 'main.asm' file open. The assembly code is as follows:

```

1  #include p18f4520.inc
2
3      org 00;
4      MOVLW 1H;
5      ADDLW 9H;
6      ADDLW 06H;
7      ADDLW 0CH;
8      ADDLW 4H;
9      ADDLW 5H;
10     ADDLW 2H;
11     ADDLW 5H;
12     END;
  
```

The 'Output' window shows the 'SFRs' (Special Function Registers) table:

Address	Name	Hex	Decimal	Binary	
F92	TRISA	0xFF	255	11111111	Y
F93	TRISB	0xFF	255	11111111	Y
F94	TRISC	0xFF	255	11111111	Y
F95	TRISD	0xFF	255	11111111	Y
F9F	IPR1	0xFF	255	11111111	Y
FD5	TOCON	0xFF	255	11111111	Y
FCB	PR2	0xFF	255	11111111	Y
FF1	INTCON2	0xF5	245	11110101	B
FA2	IPR2	0xDF	223	11011111	B
FF0	INTCON3	0xC0	192	11000000	A
FD0	RCON	0x5C	92	01011100	Y
FD3	OSCCON	0x40	64	01000000	@
FB8	BAUDCON	0x40	64	01000000	@
FF9	PCLAT	0x000...	0	00000000 00000000...	'...'
FF6	TBLPTR	0x000...	0	00000000 00000000...	'...'
FFD	TOS	0x000...	0	00000000 00000000...	'...'
FC3	ADRES	0x0000	0	00000000 00000000...	'...'

A message box indicates: (Exp3\_4525) - Memory access restricted. Debug Build Required For Editing.

The second screenshot shows the same MPLAB X IDE v5.50 interface, but the 'main.asm' file is now open in a different view. The assembly code is as follows:

```

1  #include p18f4520.inc
2
3      org 00;
4      MOVLW 30H;
5      MOVWF 90H;
6      MOVFF 90H, 91H;
7      MOVFF 91H, 92H;
8      MOVFF 92H, 93H;
9      MOVFF 93H, 94H;
10     MOVFF 94H, 95H;
11     MOVFF 95H, 96H;
12     MOVFF 96H, 97H;
13     MOVFF 97H, 98H;
14     END;
  
```

The 'Output' window shows the 'File Registers' table:

Address	00	01	02	03	04	05	06	07	08	09	0A	0B	0C	0D	0E	0F	ASCII
000	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
010	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
020	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
030	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
040	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
050	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
060	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
070	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
080	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
090	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	30	00000000...
0A0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
0B0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
0C0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
0D0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....
0E0	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	00	.....

## Learning Outcomes :

- Learnt the concept of hexadecimal location.
- Learn to write data in working registers and then moving to the desired location.
- Gain the information on how to see file registers, SFRs, Program Memory etc.
- Learnt about the internal architecture of PIC.

S. No.	Parameters	Marks Obtained	Maximum Marks
1.			
2.			
3.			