

Generation of PWM signal for DC Motor control.***CODE :-***

```
#include<PIC18F4550.h>

#define SW1 PORTAbits.RA2
#define SW2 PORTAbits.RA3

void main(void)

{
    ADCON1=0X0F;
    TRISCbits.TRISC2 =0;
    TRISAbits.TRISA2 =1;
    TRISAbits.TRISA3 =1;
    T2CON = 0X02;
    PR2 = 149;
    while(1)
    {
        if (SW1==0)
        {
            CCPR1L=37;
            CCP1CON=0X1F;
            TMR2ON=1;
            if (SW2==0)
                break;
        }
        if (SW2==0)
        {
            CCPR1L=111;
```

```
CCP1CON=0X3F;  
TMR2ON=1;  
if (SW1==0)  
    break;  
}  
}  
}
```

Interfacing of LCD to PIC 18FXXXX

CODE :-

```
#include<PIC18F4550.h>

#define RS PORTAbits.RA0
#define EN PORTAbits.RA1
#define ldata PORTB

void delay();

void Sendcommand(unsigned char);
void Senddata(unsigned char);

void main()
{
    ADCON1=0x0F;
    TRISB=0x00;
    TRISA=0x00;
    PORTAbits.RA5=0;
    Sendcommand(0X38);
    Sendcommand(0X01);
    Sendcommand(0X0E);
    Sendcommand(0X06);
    Sendcommand(0X84);
    Senddata('S');
    Senddata('P');
    Senddata('P');
    Senddata('U');
```

```
Sendcommand(0XC4);
Senddata('W');
Senddata('E');
Senddata('L');
Senddata('C');
Senddata('O');
Senddata('M');
Senddata('E');
while(1);
}

void Sendcommand(unsigned char x)
{
    RS=0;
    ldata=x;
    EN=1;
    delay();
    EN=0;
    delay();
}

void Senddata(unsigned char y)
{
    RS=1;
    ldata=y;
    EN=1;
    delay();
    EN=0;
```

```
delay();  
}  
  
void delay()  
{  
    int i;  
    for(i=0;i<=1000;i++);  
}
```

Write a program for interfacing button, LED, relay & buzzer as follows

CODE :-

```
#include<PIC18F4550.h>

#define Buzzer PORTAbits.RA5
#define Relay PORTAbits.RA4
#define switch1 PORTAbits.RA2
#define switch2 PORTAbits.RA3
#define LED PORTB
```

```
void lefttoright();
```

```
void righttoleft();
```

```
void delay();
```

```
void main()
```

```
{
```

```
    ADCON1=0X0F;
```

```
    TRISB=0x00;
```

```
    TRISAbits.RA2=1;
```

```
    TRISAbits.RA1=1;
```

```
    TRISAbits.RA4=0;
```

```
    TRISAbits.RA5=0;
```

```
    PORTB=0x00;
```

```
    while(1)
```

```
{
```

```
if(switch1==0)
```

```
{
```

```
while(1)
```

```
{
```

```
Buzzer=1;
```

```
Relay=1;
```

```
lefttoright();
```

```
if(switch2==0)
```

```
break;
```

```
}
```

```
}
```

```
if(switch2==0)
```

```
{
```

```
while(1)
```

```
{
```

```
Buzzer=0;
```

```
Relay=0;
```

```
righttoleft();
```

```
if(switch1==0)
```

```
break;
```

```
}
```

```
}
```

```
}
```

```
}
```

```
void lefttoright()
```

```
{
```

LED=0x80;

delay();

LED=0x40;

delay();

LED=0x20;

delay();

LED=0x10;

delay();

LED=0x08;

delay();

LED=0x04;

delay();

LED=0x02;

delay();

LED=0x01;

delay();

}

void righttoleft()

{

LED=0x01;

delay();

LED=0x02;

delay();

LED=0x04;

delay();

```
LED=0x08;  
delay();  
LED=0x10;  
delay();  
LED=0x20;  
delay();  
LED=0x40;  
delay();  
LED=0x80;  
delay();  
}
```

```
void delay()  
{  
    unsigned int i;  
    for(i=0;i<=60000;i++);  
}
```