

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++);

}
```