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ROLL NO-304A033

**Exp\_1**

**LED\_BLINK**

#include<reg51.h>

#define Del 3000

sfr LED\_PORT2=0xA0; // defining LED\_PORT2 for PORT2

void delay(unsigned int x) // delay function

{

unsigned int i,j;

for(i=0;i<=x;i++)

for(j=0;j<=100;j++);

}

void main(void)

{

while(1) // do it continuosly{

LED\_PORT2=0xff; // LED ON delay(Del);

LED\_PORT2=0x00; // LED OFF delay(Del);

}

}

**//BCD Counter on PORT 1**

**BCD COUNTER**

#include<reg51.h>

#define Del 2000

void delay(unsigned int x) // delay function

{

unsigned int i,j;

for(i=0;i<x;i++)

for(j=0;j<=100;j++);

}

void main(void){

unsigned char count[10]={0xff,0xfe,0xfd,0xfc,0xfb,0xfa,0xf9,0xf8,0xf7,0xf6};

unsigned int x;

P1=0x00; // Make P1 as output port

while(1) // do it continuosly

{

for(x=0;x<10;x++)

{

P1=count[x];

delay(Del);

}

}

}

**HEX COUNTER**

#include <reg51.h>

# define del 2000

void delay (unsigned int x)//delay function{

unsigned int i,j;

for(i=0; i<=x; i++)

for(j=0;j<=100;j++);

}

void main(void)

{

unsigned char count[16] =

{0XC0,0XF9,0XA4,0XB0,0X99,0X92,0X82,0XF8,0X80,0X90,0X88,0X83,0XC6,0XA1,0X86,0X8E};

unsigned int x;

P1 =0X00;

while(1)

{

for(x=0 ; x<16 ;x++)

{

p1 = count[x];

delay(del);

}

}

}