EE 354 Assignment 3

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//

// This program turns on all 4 leds seeminlgy at the same time, but

// they are blinking at 50 times a second,meaning they are blinking

// on and off every 5 msec

//

#include <at89c51cc03.h> // CC03 library file

// Function:BlinkRate

// Takes: unsigned char that is a loop variable

// Purpose: creates a software delay of x msec based on

// input

// Returns: nothing

void BlinkRate(unsigned char x);

//

void main(void) //This is the start of the main program

{//Declare all variables here

while(1) // endless loop

{

if(P3\_4 == 0) // if switch is pushed

{

P1\_0 = ~P1\_0; // set on = 0

BlinkRate(20); // blink

P1\_0 = 1; // set off = 1

BlinkRate(20); // blink

P1\_1 = ~P1\_1; // set on = 0

BlinkRate(20); // blink

P1\_1 = 1; // set off = 1

BlinkRate(20); // blink

P1\_2 = ~P1\_2; // set on = 0

BlinkRate(20); // blink

P1\_2 = 1; // set off = 1

BlinkRate(20); //blink

P1\_3 = ~P1\_3; // set on = 0

BlinkRate(20); // blink

P1\_3 = 1; // set off = 1

BlinkRate(20); // blink

}

}

}

//

void BlinkRate(unsigned char x)

{

unsigned char lp,lp2; // create loop variables

for(lp = 0; lp < x; lp++) // increment up the first loop

for(lp2 = x; lp2 > 0; lp2--); // decrement the second loop

}