

AJITH SHETTY

211039023

1. Stepper motor

```
#include <LPC213X.h>
```

```
void delay();
```

```
int i;
```

```
//unsigned char dir_fl;
```

```
int main()
```

```
{
```

```
    IODIR0 = 0xFFFFFFFF; //setting the direction of pins as Output
```

```
    //dir_fl = 0;
```

```
    while(1)
```

```
    {
```

```
        //if(dir_fl == 0) //This if can be used when we like to change the direction of  
rotation in the motor
```

```
        //{
```

```
            IOSET0 = 0x3; //0011 coil is energized in this
```

```
            delay();
```

```
            IOCLR0 = 0x3;
```

```
            IOSET0 = 0x6; //0110 coil is energized in this
```

```
            delay();
```

```
            IOCLR0 = 0x6;
```

```
            IOSET0 = 0xC; //1001 coil is energized in this
```

```

        delay();
        IOCLR0 = 0xC;

        IOSET0 = 0x9; //1100 coil is energized in this
        delay();
        IOCLR0 = 0x9;
    //}

/*else if(dir_fl == 1) //This is the code for running the motor in reverse
direction
{
    IOSET0 = 0x9;
    delay();
    IOCLR0 = 0x9;

    IOSET0 = 0xC;
    delay();
    IOCLR0 = 0xC;

    IOSET0 = 0x6;
    delay();
    IOCLR0 = 0x6;

    IOSET0 = 0x3;
    delay();
    IOCLR0 = 0x3;
} */
}
}

```

[illegible]

2.DC Motor

```
#include<LPC213x.h>
```

```
#define bit(x) (1<<x)
```

```
#define delay for(i=0;i<=60000;i++)
```

```
unsigned int i;
```

```
void main()
```

```
{
```

```
IO0DIR=0xf; //Declaring as a output
```

```
IO0PIN=0; //Clear all IO Pins in P0
```

```
VPBDIV=0x01; //PCLK = 60MHz
```

```
while(1)
```

```
{
```

```
//Forward
```

```
IO0SET=bit(0); //IN1 = 1
```

```
IO0CLR=bit(1); //IN2 = 0
```

```
delay;
```

```
delay;
```

```
//Off
```

```
IO0CLR=bit(0)|bit(1); //IN1 = IN2 = 0
```

```
delay;
```

```
delay;
```

```
//Reverse
```

```
IO0SET=bit(1); //IN2 = 1
```

```
IO0CLR=bit(0); //IN0 = 1
```

```
delay;
```

```
delay;
```

```
//Off
```

```
IO0CLR=bit(0)|bit(1); //IN1 = IN2 = 0
```

```
delay;
```

```
delay;
```

```
}
```

```
}
```

