COURSE CODE	COURSE NAME	L-T-P-C	YEAR OF INTRODUCTION
EC334	Microcontroller Lab	0-0-3-1	2016

Prerequisite: EC305 Microprocessors & Microcontrollers

Course objectives:

- 1. To understand Assembly Language/embedded C programming of Microcontroller.
- 2. To interface simple peripheral devices to a Microcontroller.
- 3. To equip student groups to design and implement simple embedded systems.

List of Experiments:

<u>PART –A</u> (At least 6 experiments are mandatory)

Assembly Language Programming experiments using 8051 Trainer kit.

- 1. Data transfer/exchange between specified memory locations.
- 2. Largest/smallest from a series.
- 3. Sorting (Ascending/Descending) of data.
- 4. Addition / subtraction / multiplication / division of 8/16 bit data.
- 5. Sum of a series of 8 bit data.
- 6. Multiplication by shift and add method.
- 7. Square / cube / square root of 8 bit data.
- 8. Matrix addition.
- 9. LCM and HCF of two 8 bit numbers.
- 10. Code conversion Hex to Decimal/ASCII to Decimal and vice versa.

<u>PART –B</u> (At least 4 experiments are mandatory)

Interfacing experiments using 8051 Trainer kit and interfacing modules.

- 1. Time delay generation and relay interface.
- 2. Display (LED/Seven segments/LCD) and keyboard interface.
- 3. ADC interface.
- 4. DAC interface with wave form generation.
- 5. Stepper motor and DC motor interface.
- 6. Realization of Boolean expression through port.
- 7. Elevator interfacing.

PART -C(At least 2 experiments are mandatory)

Programming / interfacing experiments with IDE for 8051/PIC/MSP/Arduino/Raspberry Pi based interfacing boards/sensor modules (Direct downloading of the pre-written ALP/'C'/Python programs can be used).

- 1. Relay control
- 2. Distance measurement.
- 3. Temperature measurement / Digital Thermometer
- 4. Txr-Rxr interface.
- 5. Alphanumeric LCD display interface.
- 6. Simple project work including multiple interfaces.

Expected outcome:

The students will be able to:

- 1. Program Micro controllers.
- 2. Interface various peripheral devices to Micro controller.
- 3. Function effectively as an individual and in a team to accomplish the given task.

