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- Soru 1 -

```
#include <main.h>
#fuses HS, NOWDT, NOPROTECT
#use delay (clock = 4000000)
#define start pin_A0
#define stop pin_A2
int a = 0x01;
int b, i, n, r;
```

```
void button_start()
{
    if (input(start) && !input(stop))
    {
        b = 1;
        n = 0;
        a = 0x01;
        while (input(start));
    }
}
```

```
void button_stop()
{
    if (input(stop) && !input(start))
    {
        a = 0x00;
    }
}
```

```

output - b(a);
n = 1;
b = 0;
while (input (stop));
break;
} }

```

```

void delay-stop() {
    for (m = 0; m < 20; m++) {
        delay - ms(5);
        button - stop();
    }
    if (n == 1) {
        break; } }

```

```

void main () {
    set-tris-a(0xFF);
    set-tris-b(0x00);
    output - b(0x00);

```

```

while (TRUE) {
    button - start();
    button - stop();

```

```

if ( b == 1)
{
    for(;;) {
        for(i = 0; i < 8; i++) {
            output - b(a);
            a = a << 1;
            delay - stop(); }

```

```

Q = 0x01;
if (n == 1)
    break; } } } }

```


- Sm 2 -

```
#include <main.h>
#define HS, NoWDT, NOPROTECT
#define delay (clock = 4000000)
#define start pin_A0
#define start 1 pin_A1
#define start 2 pin_A2
#define stop pin_A3
```

```
int z, x, y = 0x01;
```

```
int bpin, n, t, j, l;
```

```
void button_start_1() {
    if (input(start)) {
        b = 1;
        n, i = 0;
        z = 0x01;
        t = 1;
        while (input(start));
    }
}
```

```
void button_start_2() {
    if (input(start+1)) {
        b = 1;
        x = 0x01;
        n, i = 0;
        j = 1;
        while (input(start+1));
    }
}
```

```

void button_start_3() {
    if (input(start_2)) {
        b = 1;
        n, i = 0;
        y = 0x01;
        l = 1;
        while (input(start_2)) ; }
}

```

```

void button_stop() {
    if (input(stop)) {

```

```

        z, x, y = 0x00;
        output_b(0x00);
        output_c(0x00);
        output_d(0x00);
        n = 1;
        b, t, j, l = 0;
        while (input(stop));
        break;
    }
}

```

```

void delay_button_control() {
    for (u = 0; u < 20; u++) {
        delay_ms(5);
        button_stop();
        button_start_3();
        button_start_2();
        button_start_1();
    }
}

```

```

if (A == 1)

```

```

    break;
    output_b(0x00);
    output_c(0x00);
    output_d(0x00);
}

```



```

void main() {
    set_tris_a(0xFF);
    set_tris_b(0x00);
    set_tris_c(0x00);
    set_tris_d(0x00);
    output_b(0x00);
    output_c(0x00);
    output_d(0x00);
    while (TRUE) {
        button_start_1();
        button_start_2();
        button_start_3();
        if (b == 1) {
            for (j) {
                for (i=0; i<8; i++) {
                    if (t == 1) {
                        output_b(z);
                        z = z << 1;
                    }
                    if (j == 1) {
                        output_c(x);
                        x = x << 1;
                    }
                    if (l == 1) {
                        output_d(y);
                        y = y << 1;
                    }
                }
                delay_button_control();
                if (n == 1)
                    break;
            }
        }
    }
}

```

}

z = 0x01;

x = 0x01;

y = 0x01;

if (n == 1)

break; }

if (n == 1)

break; } }