#include "lpc214x.h"

#include "stdint.h"

voiddelay\_ms(uint16\_t j)

{

uint16\_tx,i;

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

for(x=0; x<6000; x++);

}

int main (void)

{

uint16\_t value;

uint16\_t i = 0;

uint16\_t sintable[64]={512,562,611,660,707,753,796,836,873,907,937,963,984,1001,1013,1021,1023,1021,1013,1001,984,963,937,907,873,836,796,753,707,660,611,562,512,461,412,363,316,270,227,187,150,116,86,60,39,22,10,2,0,2,10,22,39,60,86,116,150,187,227,270,316,363,412,461 };

PINSEL1 = 0x00080000; IO0DIR = 0xFFFFFFFF;

while(1){

while(i<64)

{

DACR= (sintable[i]\*50);

delay\_ms(1);

i++;

}

i=0;

}

}

**//triangle**

#include "lpc214x.h"

#include "stdint.h"

int main (void)

{

uint16\_t value;

uint16\_t i = 0;

PINSEL1 = 0x00080000;

IO0DIR = 0xFFFFFFFF;

while(1)

{

i=0;

while(i!=1023)

{

DACR=i\*50;

i++;

}

i=1023;

while(i!=0)

{

DACR=i\*50;

i--;

}

}

}

**//SAWTOOTH**

#include "lpc214x.h"

#include "stdint.h"

int main (void)

{

uint16\_t value;

uint16\_t i = 0;

PINSEL1 = 0x00080000;

IO0DIR = 0xFFFFFFFF;

while(1)

{

i=0;

while(i!=1023)

{

DACR=i\*50;

i++;

}

DACR=0;

}

}

**//SQUARE**

#include "lpc214x.h"

#include "stdint.h"

voiddelay\_ms(uint16\_t j)

{

uint16\_tx,i;

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

for(x=0; x<6000; x++);

}

int main (void)

{

uint16\_t value;

uint16\_t i = 0;

PINSEL1 = 0x00080000;

IO0DIR = 0xFFFFFFFF;

while(1)

{

DACR=1023\*50;

delay\_ms(10);

DACR=0;

delay\_ms(10);

}

}