

**Objective:**

Using MPLAB SIM to discover which logic gate the program is written to emulate without building the circuit.

**Procedure:**

1. Create new project with same name:
  - a. Create a new project/workspace/source file, all saved in new folder called *asmGate*
2. Add source code to the *Editor* window (see bottom of page):
  - a. Make any necessary modifications or additions to the code in the *Editor* window
  - b. To simulate a logic gate, we need 2 inputs and one output. Setup your SFRs so that you are using RA3 (A) and RA4 (B) as the two inputs, and RC3 as the output (Y)
  - a. No breakpoints are required since you don't use the *Dlay* instruction.
  - b. Build it (Cntrl + F10) successfully.
3. Open *MPLAB SIM*
  - a. Add *Watch* window (*CMCON0*, *STATUS*, *ANSEL*, *TRISA*, *TRISC*, *PORTA*, *PORTC*)
  - c. Add **RA3** and **RA4** (push button inputs) and comments for each to new *Stimulus* workbook. Save it in the *asmGate* folder you already created.
4. Test inputs (**RA3** and **RA4**):
  - a. Since you have two inputs, this must mean you have four scenarios to test (see TT below)
  - b. Use the **Fire (>)** button to simulate these four scenarios and fill in the truth table.
  - c. Conclusion: what kind of gate is it???

Inputs		Output
A(RA3)	B(RA4)	Y(RC3)
0	0	
0	1	
1	0	
1	1	

check

```
clrf inputCheck      ; initialize inputCheck to 0
```

```
movf PORTA,w        ; add in your own comments
```

```
btfss STATUS,Z
call turnOn
```

```
btfsc STATUS,Z
call turnoff
```

```
goto check
```

```
;-----
```

```
PAGE
```

```
;Subroutines
```

```
turnOff:                ; turn off LED
    clrf PORTC
    return
```

```
turnOn:                  ; turn on LED
    bsf PORTC,3
    return
```

```
end
```