

Objective:

To create a PIC interface that will act as a Mod16 counter using 4 LEDs attached from RC0:RC3.

Procedure:

1. Create new project:
 - a. Create a new project/workspace called *asmMod16* in a new folder with the same name.
 - b. Open *asmLEDFlash_B.asm* (version B); re-save it as *asmMod16.asm*.
 - c. Add the file to the project's source code.
2. Change the *Title* section (see code attached):
 - a. Change the title, and what the program does.
 - b. *Hardware Notes*: Change it to specify which ports are outputs and which devices (i.e. LEDs) are attached to which port (i.e. RC0, RC1).
3. Modify and Build:
 - a. Change code in the *mainline* so it matches the code below.
 - b. Add any other code you think is necessary.
 - c. Build the code and debug any problems.
4. Setup your Workspace appropriately (i.e. arrange all windows):
 - a. Open *MPLAB SIM*. Arrange all windows as per Tutorial #7 (Open your *Project*, *Output*, *Stopwatch*, *Watch* windows: *CMCON0*, *STATUS*, *ANSEL*, *TRISC*, *WREG*, *PORTC*).
 - b. Add your breakpoints next to the *nop* instruction.
5. Run the *Simulator*:
 - a. Verify SFRs.
 - b. Verify outputs and delays are correct.
 - c. You should see **bit 1** of the *STATUS* being set (i.e. goes to a 1) when *PORTC* resets from 1111 to 0000. Why does it do this???
6. Program Your *PIC* and test on breadboard. (Don't forget resistors with your LEDs!)
7. Make a new program:
 - a. Construct a new program called ***asmMod16d*** which counts down from 1111 to 0000, then automatically resets (hint: use one of the flags to assist you).
 - b. Setup your workspace to include all relevant windows: *Project*, *Output*, *Stopwatch*, *Watch* (including all SFRs and relevant *PORTS*).

Conclusion:

Why does **bit 1** of the *STATUS* set (i.e. goes to a 1) when *PORTC* resets from 1111 to 0000?

```
start:
clrfsf PORTC      ; add in your own comments
counter:          ; which describe what is happening to the HARDWARE
    nop
    Dlay 250000
movlw 1
addwf PORTC,f
btfss STATUS,DC
goto counter
goto start
```