Pseudo Code Lab 1-1.2

compiler directives

#include <c88051\_SDCC.h>

#include <stdio.h>

declare global variables

sbit PB1, PB2, SS, LED0, BILED0, BILED1, BUZZER

function prototypes

void Port\_Init(void)

void Set\_Outputs(void)

main function

declare local variables

(NONE)

initialization functions

Sys\_Init();

putchar(' ');

Port\_Init();

Begin infinite loop execute

Set\_Outputs(void) function to read sbit inputs and set sbit outputs

End infinite loop

End main function

Functions

void Port\_Init(void)

Set SFRs P2, P3, P2MDOUT & P3MDOUT so P2.0, P3.0 & P3.1 are inputs,

P3.3, P3.4, P3.6 & P3.7 are outputs

End Port\_Init

void Set\_Outputs(void)

If SS is off then

LED0 is on, BILED0 is off, BILED1 is off, BUZZER is off

Print "Slide Switch is OFF"

Else (this means SS is on)

Print "Slide Switch is ON"

If (PB1 is pushed and PB2 is pushed) then

LED0 is off, BILED0 is off, BILED1 is off, BUZZER is on

Print "Pushbutton 1 and 2 ACTIVATED"

Else if (PB1 is pushed and PB2 is released) then

LED0 is off, BILED0 is off, BILED1 is on, BUZZER is off

Print "Pushbutton 1 ACTIVATED"

Else if (PB1 is released and PB2 is pushed) then

LED0 is off, BILED0 is on, BILED1 is off, BUZZER is off

Print "Pushbutton 2 ACTIVATED"

Else LED0 is off, BILED0 is off, BILED1 is off, BUZZER is off

End Set\_Outputs