

```
4 found
X Select objects:
Command: L
LINE
Specify first point: 0,0
Specify next point or [Undo]: @100<0
Specify next point or [Undo]: @50<90
Specify next point or [Close/Undo]: @100<180
Specify next point or [Close/Undo]: @50<-90
Specify next point or [Close/Undo]:
Type a command
```



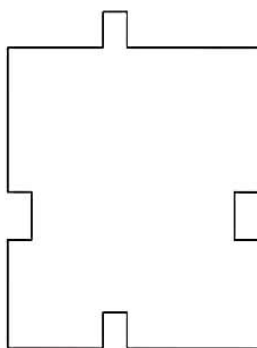


```
4 found
X Select objects:
Command: L
LINE
Specify first point: 0,0
Specify next point or [Undo]: 72,0
Specify next point or [Undo]: 72,32
Specify next point or [Close/Undo]: 0,32
Specify next point or [Close/Undo]: 0,0
Specify next point or [Close/Undo]:
Type a command
```

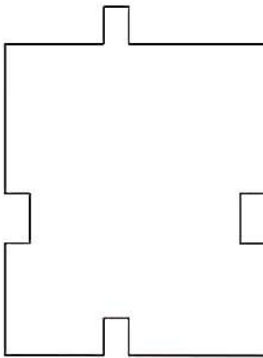


```
4 found
X Select objects:
Command: L
LINE
Specify first point: 0,0
Specify next point or [Undo]: @72<0
Specify next point or [Undo]: @32<90
Specify next point or [Close/Undo]: @72<180
Specify next point or [Close/Undo]: @32<-90
Specify next point or [Close/Undo]:
Type a command
```

[-][Top][2D Wireframe]

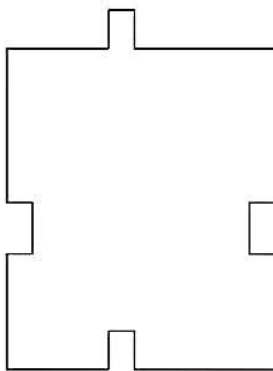


```
LINE
Specify first point: 0,0
Specify next point or [Undo]: 40,0
Specify next point or [Undo]: 40,15
Specify next point or [Close/Undo]: 50,15
Specify next point or [Close/Undo]: 50,0
Specify next point or [Close/Undo]: 105,0
Specify next point or [Close/Undo]: 105,45
Specify next point or [Close/Undo]: 95,45
Specify next point or [Close/Undo]: 95,65
Specify next point or [Close/Undo]: 105,65
Specify next point or [Close/Undo]: 105,125
Specify next point or [Close/Undo]: 50,125
Specify next point or [Close/Undo]: 50,140
Specify next point or [Close/Undo]: 40,140
Specify next point or [Close/Undo]: 40,125
Specify next point or [Close/Undo]: 0,125
Specify next point or [Close/Undo]: 0,65
Specify next point or [Close/Undo]: 10,60
Specify next point or [Close/Undo]: u
Specify next point or [Close/Undo]: 10,60
Specify next point or [Close/Undo]: u
Specify next point or [Close/Undo]: 10,65
Specify next point or [Close/Undo]: 10,45
Specify next point or [Close/Undo]: 0,45
Specify next point or [Close/Undo]: 0,0
Specify next point or [Close/Undo]:
Automatic save to C:\Users\Asus\AppData\Local\Temp\Drawing1_1_2303_c2bb8cfa.sv$ ...
Command:
Type a command
```

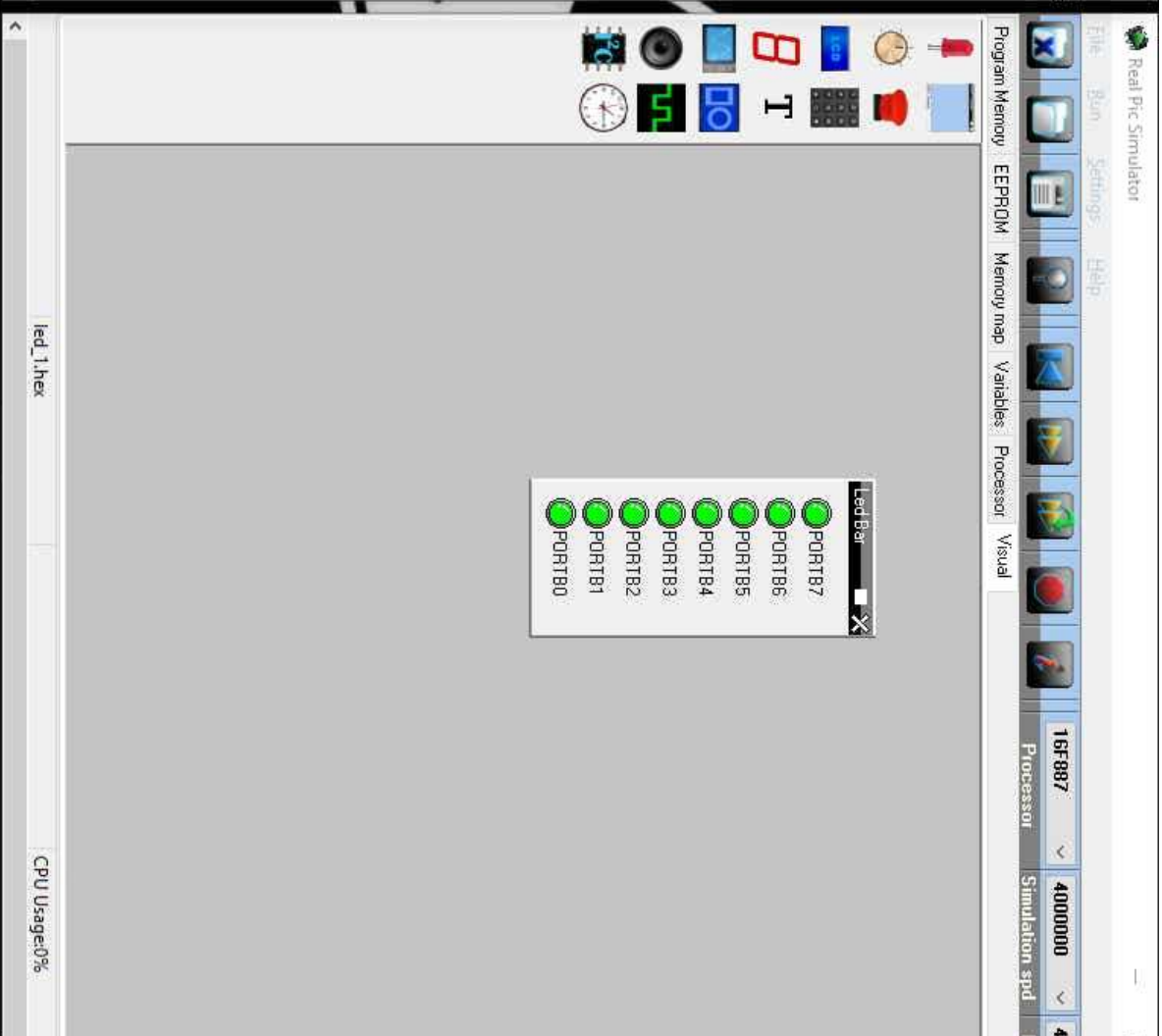
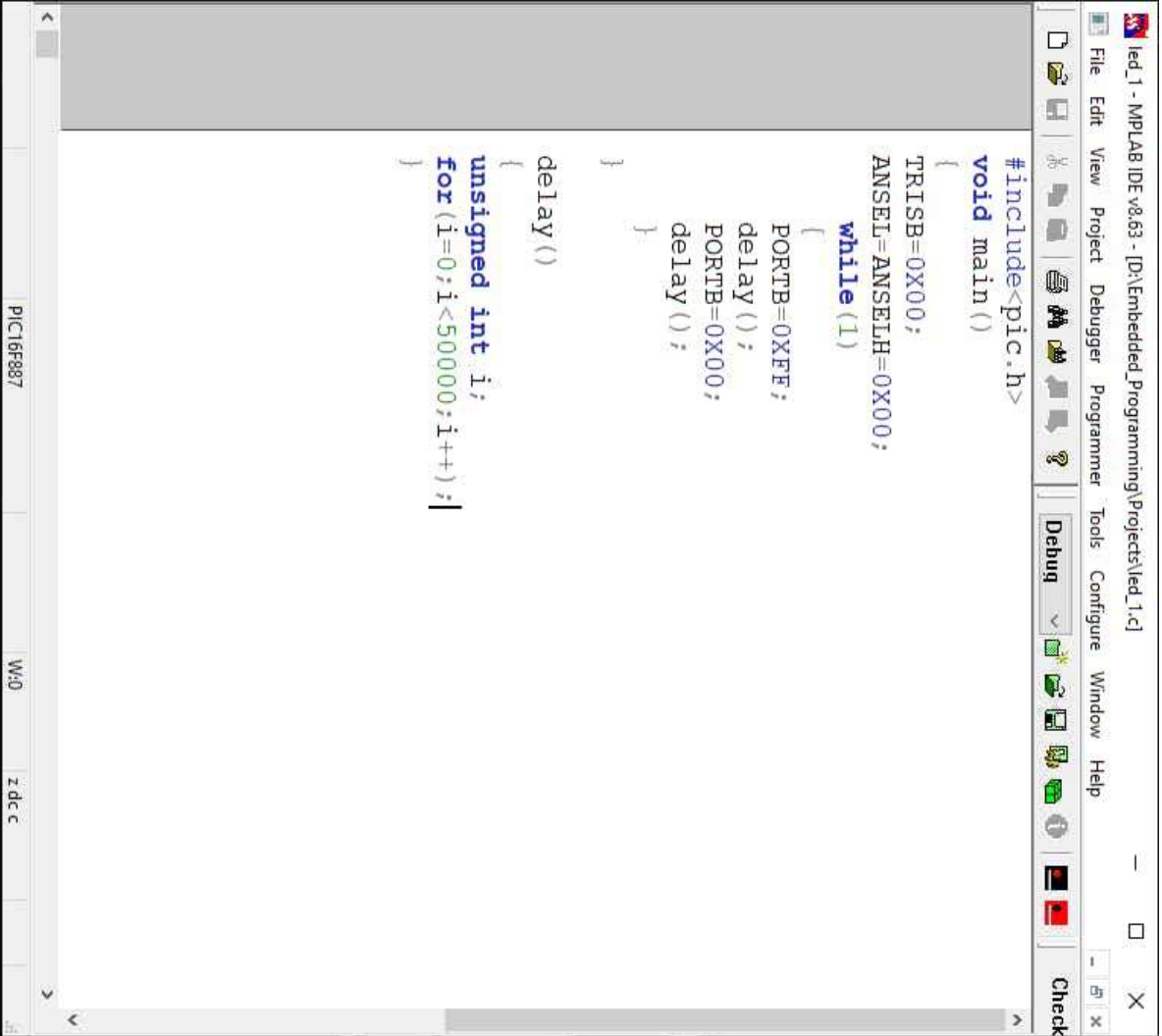


```
Command: E
ERASE
Select objects: all
20 found
Select objects:
Command: L
LINE
Specify first point: 0,0
Specify next point or [Undo]: @40,0
Specify next point or [Undo]: @0,15
Specify next point or [Close/Undo]: @10,0
Specify next point or [Close/Undo]: @0,-15
Specify next point or [Close/Undo]: @55,0
Specify next point or [Close/Undo]: @0,45
Specify next point or [Close/Undo]: @-10,0
Specify next point or [Close/Undo]: @0,20
Specify next point or [Close/Undo]: @10,0
Specify next point or [Close/Undo]: @0,60
Specify next point or [Close/Undo]: @-55,0
Specify next point or [Close/Undo]: @0,15
Specify next point or [Close/Undo]: @-10,0
Specify next point or [Close/Undo]: @0,-15
Specify next point or [Close/Undo]: @-40,0
Specify next point or [Close/Undo]: @0,-60
Specify next point or [Close/Undo]: @10,0
Specify next point or [Close/Undo]: @0,-20
Specify next point or [Close/Undo]: @-10,0
Specify next point or [Close/Undo]: @0,-45
Specify next point or [Close/Undo]:
Type a command
```

[-][Top][2D Wireframe]



```
Command: E
ERASE
Select objects: all
20 found
Select objects:
Command: L
LINE
Specify first point: 0,0
Specify next point or [Undo]: @40<0
Specify next point or [Undo]: @15<90
Specify next point or [Close/Undo]: @10<0
Specify next point or [Close/Undo]: @15<-90
Specify next point or [Close/Undo]: @55<0
Specify next point or [Close/Undo]: @45<90
Specify next point or [Close/Undo]: @10<180
Specify next point or [Close/Undo]: @20<90
Specify next point or [Close/Undo]: @10<0
Specify next point or [Close/Undo]: @60<90
Specify next point or [Close/Undo]: @55<180
Specify next point or [Close/Undo]: @15<90
Specify next point or [Close/Undo]: @10<180
Specify next point or [Close/Undo]: @15<-90
Specify next point or [Close/Undo]: @40<180
Specify next point or [Close/Undo]: @60<-90
Specify next point or [Close/Undo]: @10<0
Specify next point or [Close/Undo]: @20<-90
Specify next point or [Close/Undo]: @10<180
Specify next point or [Close/Undo]: @45<-90
Specify next point or [Close/Undo]:
```



led\_1 - MPLAB IDE v8.63 - [D:\Embedded\_Programming\Projects\led\_2.c]

File Edit View Project Debugger Programmer Tools Configure Window Help

#include<pic.h>  
void main()  
{  
TRISB=0X00;  
ANSEL=ANSELH=0X00;  
while(1)  
{  
PORTB=0X01;delay();  
PORTB=0X02;delay();  
PORTB=0X04;delay();  
PORTB=0X08;delay();  
PORTB=0X10;delay();  
PORTB=0X20;delay();  
PORTB=0X40;delay();  
PORTB=0X80;delay();  
}  
}  
delay()  
{  
unsigned int i;  
for(i=0;i<10000;i++);  
}

PIC16F887 W:0 z d c

Real Pic Simulator

File Run Settings Help

Program Memory EEPROM Memory map Variables Processor Visual

16F887 4000000 4

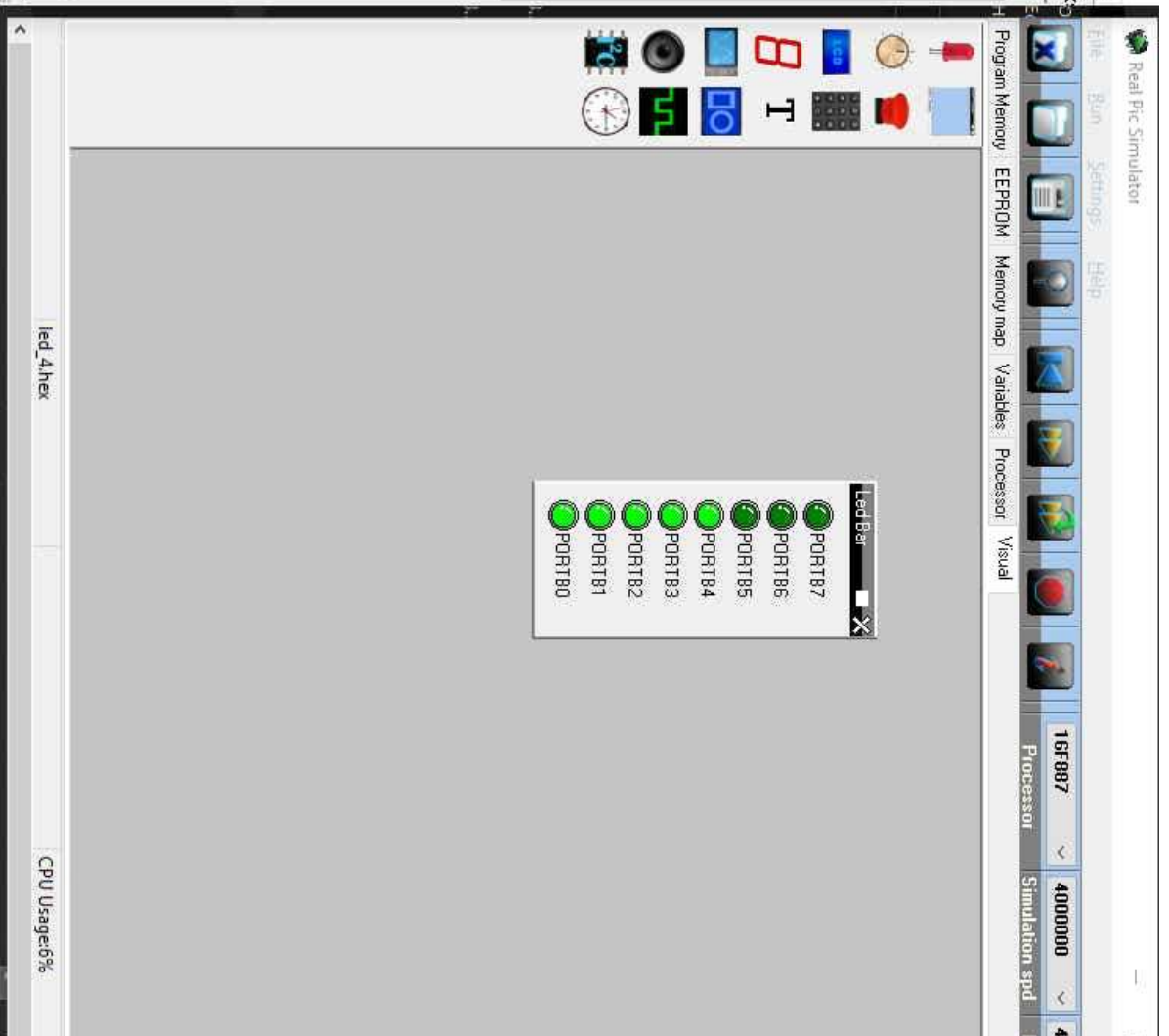
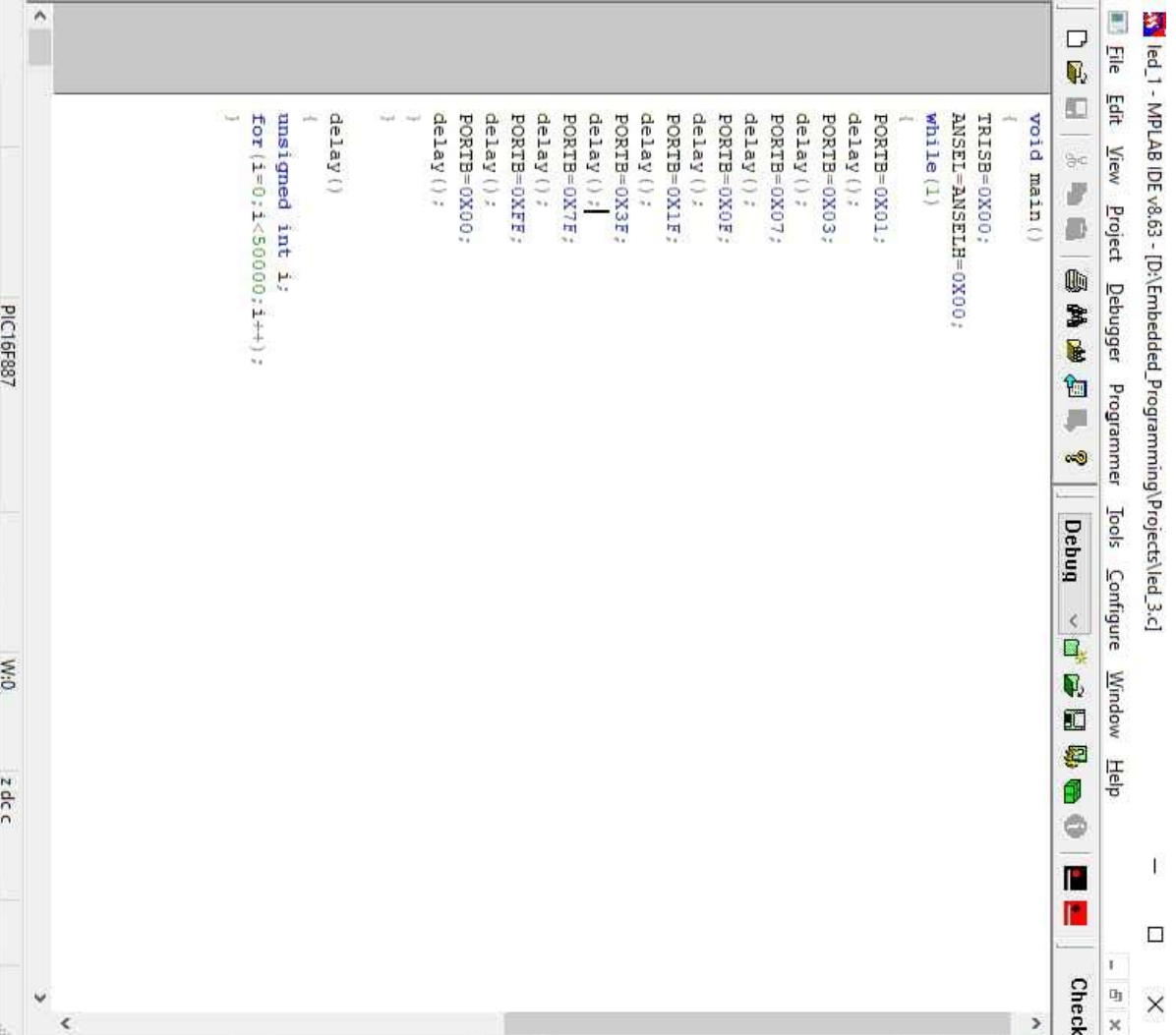
Processor Simulation spd

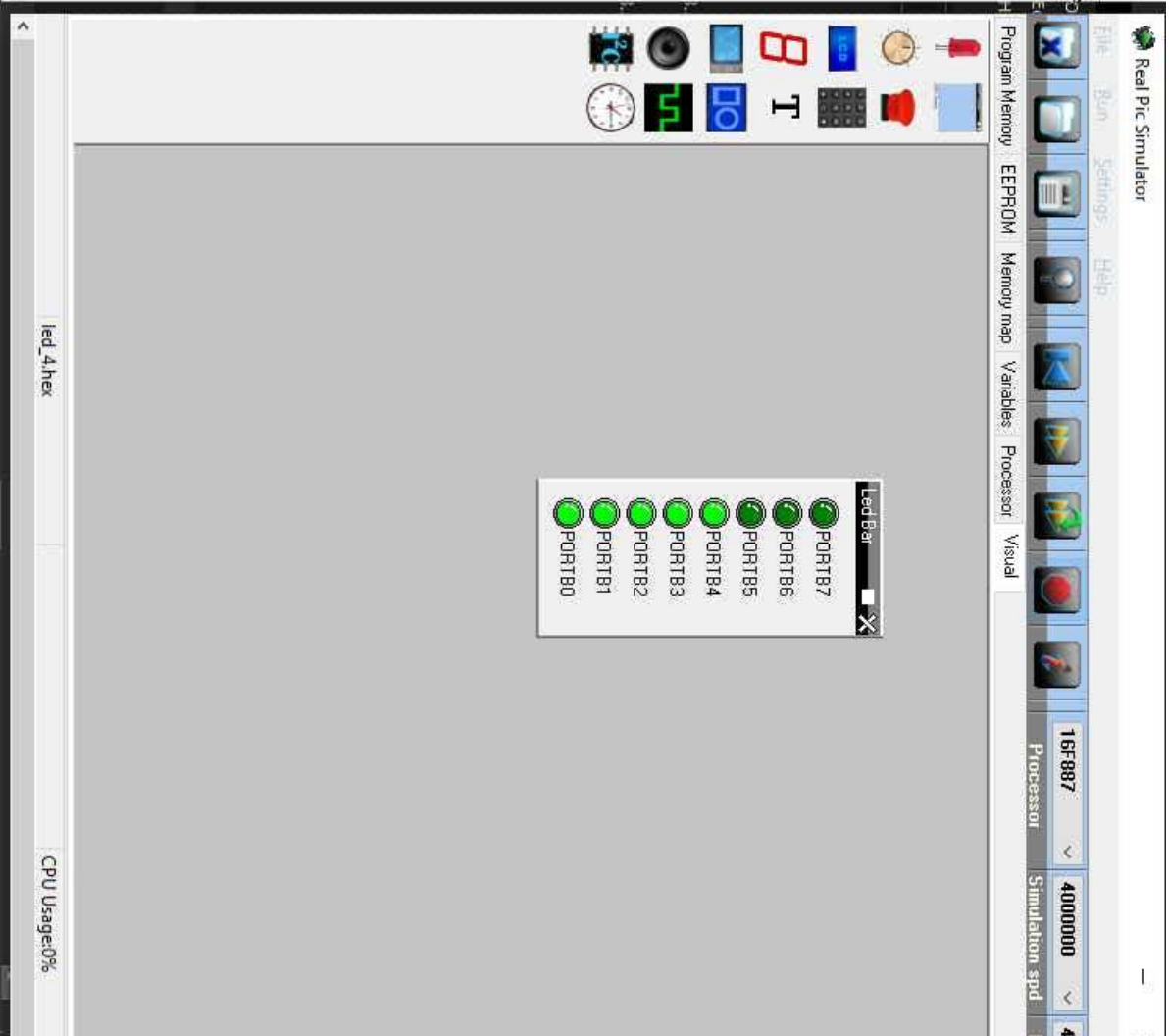
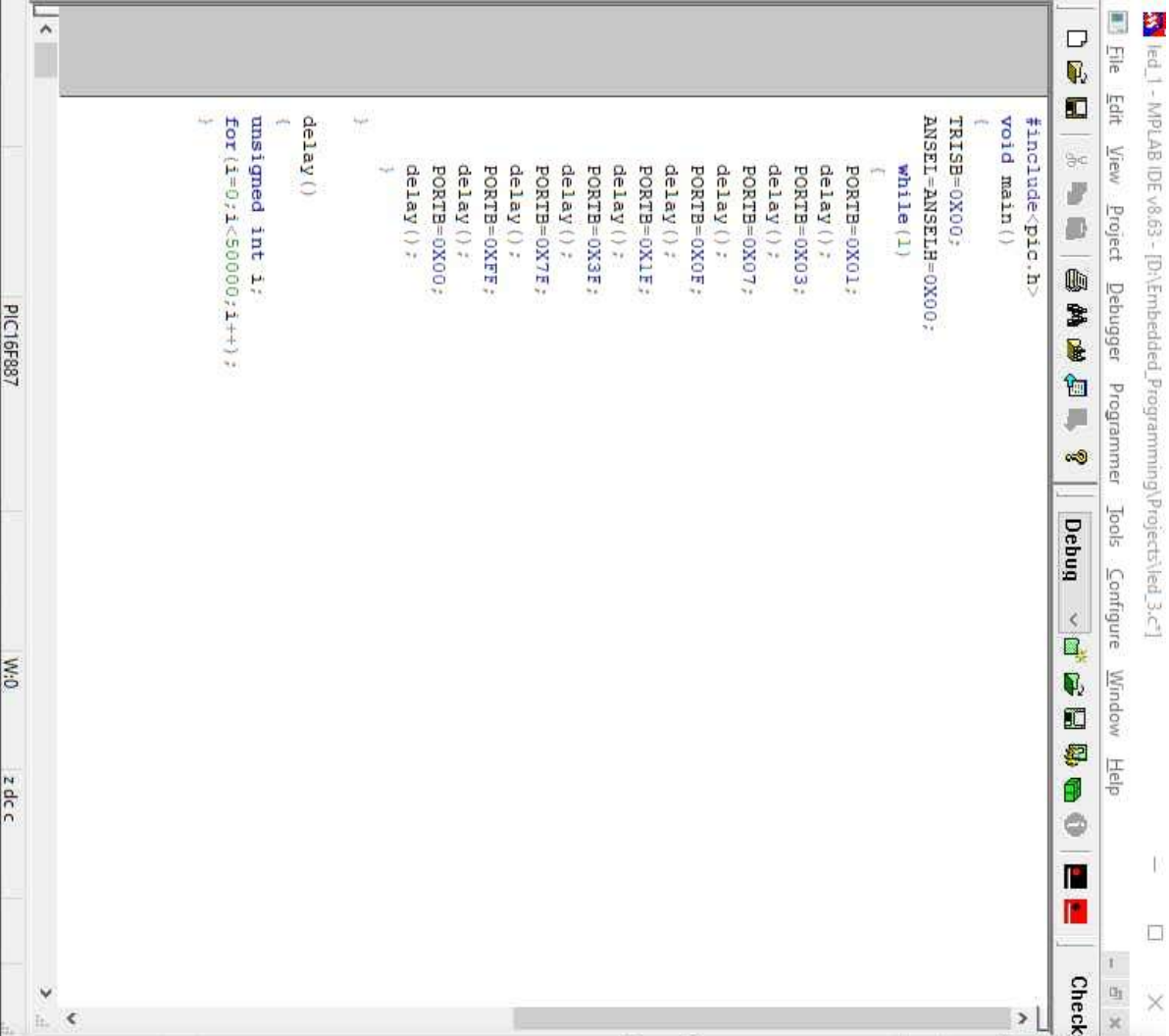
Led Bar

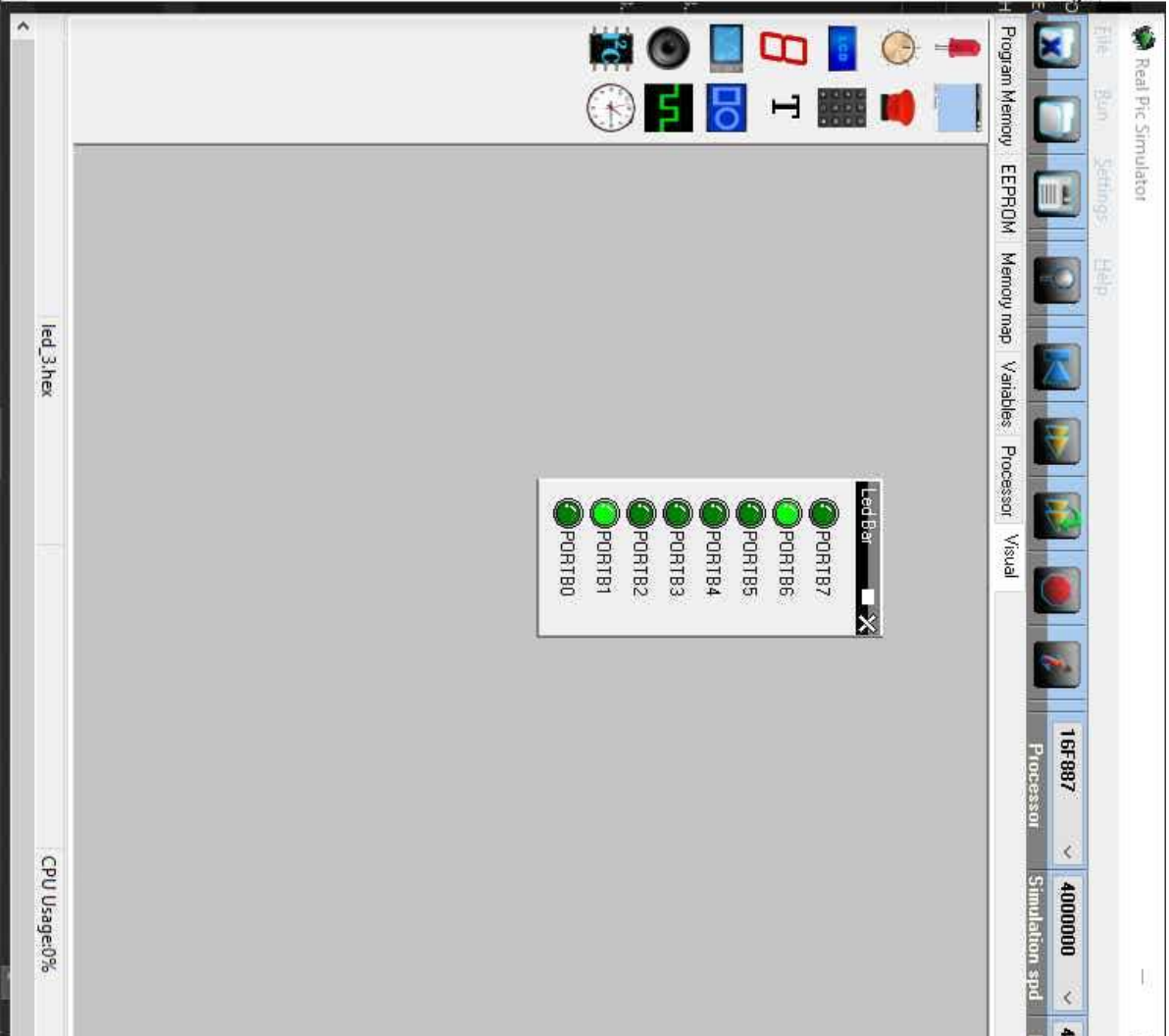
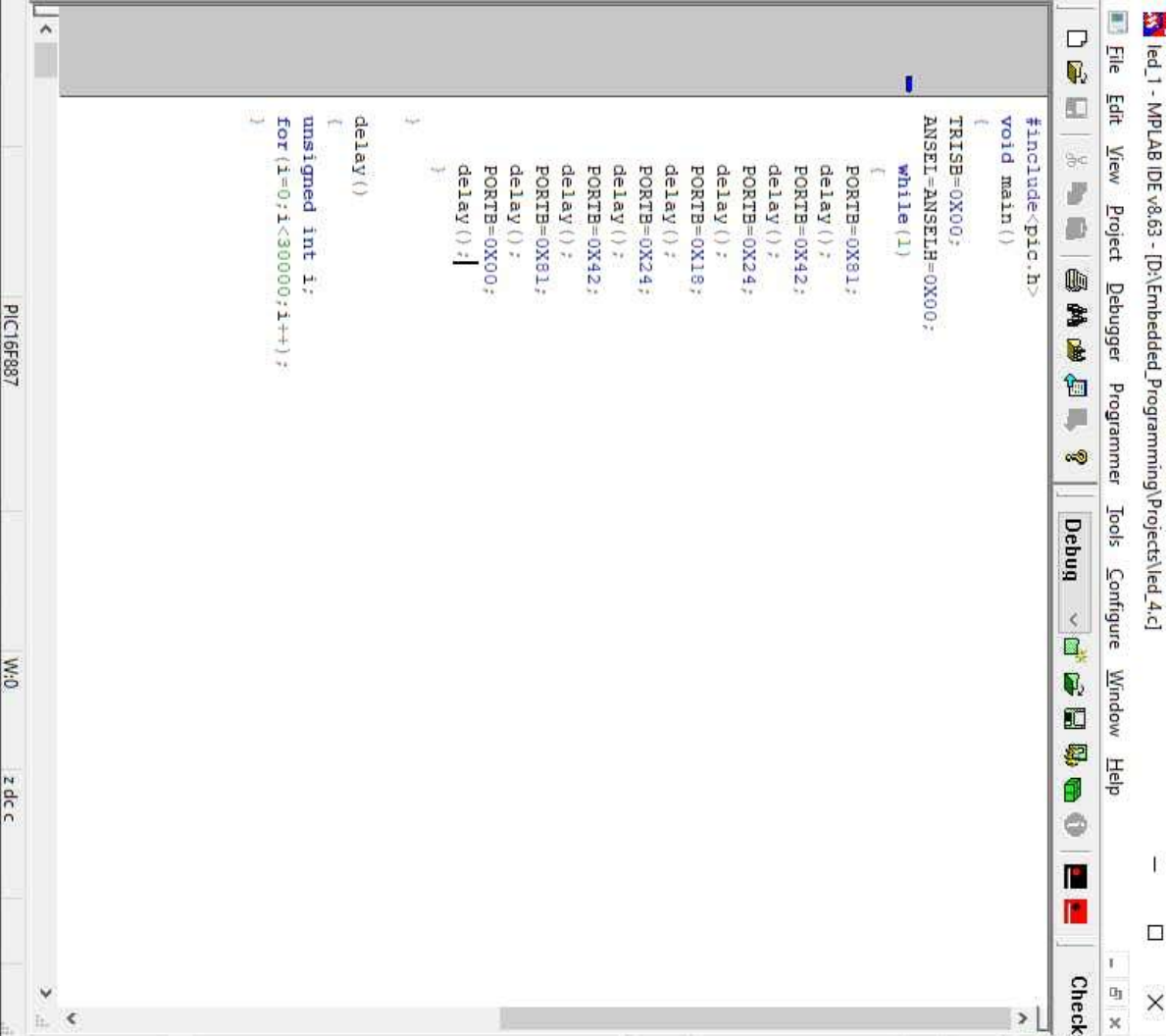
PORTB7  
PORTB6  
PORTB5  
PORTB4  
PORTB3  
PORTB2  
PORTB1  
PORTB0

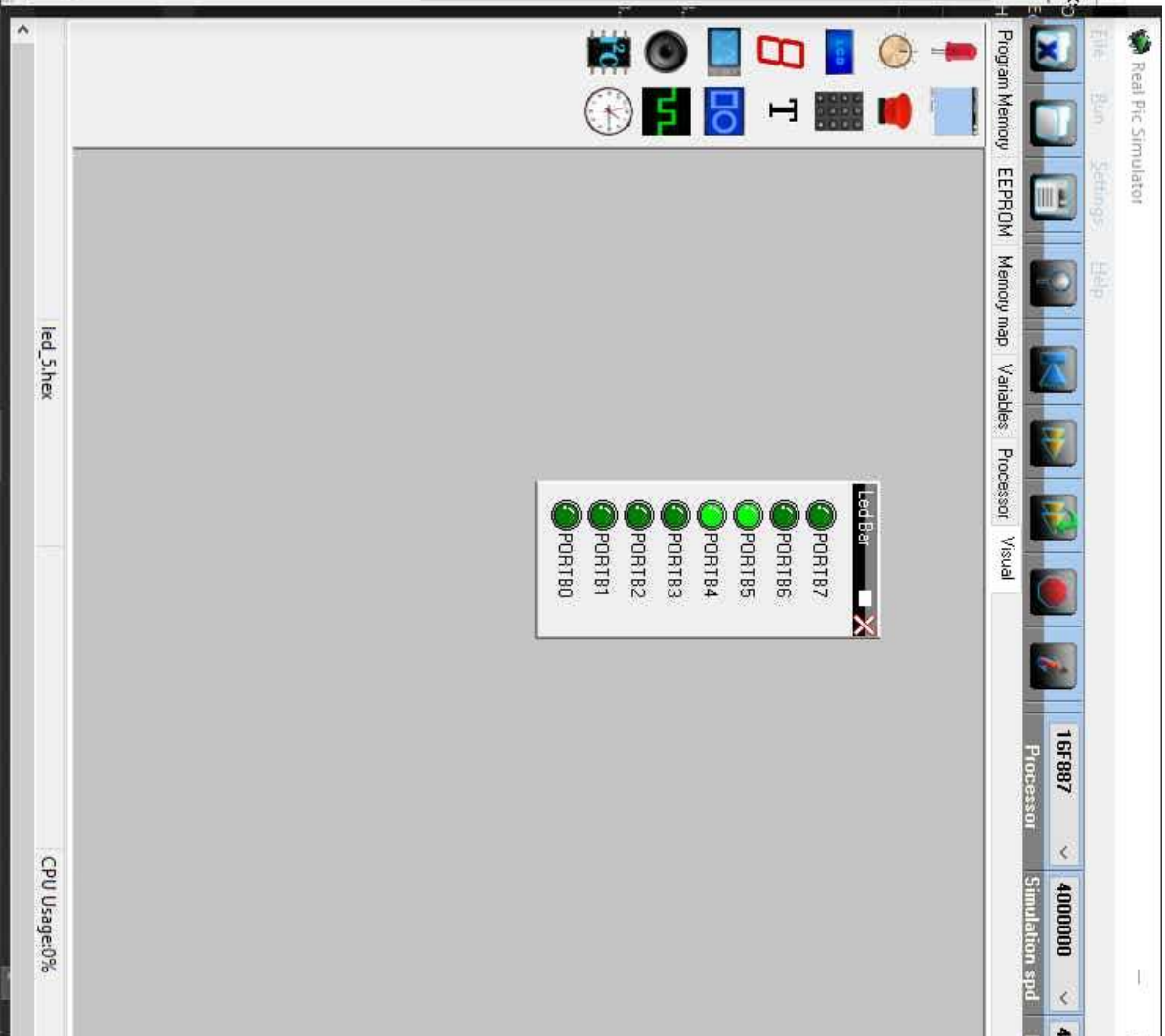
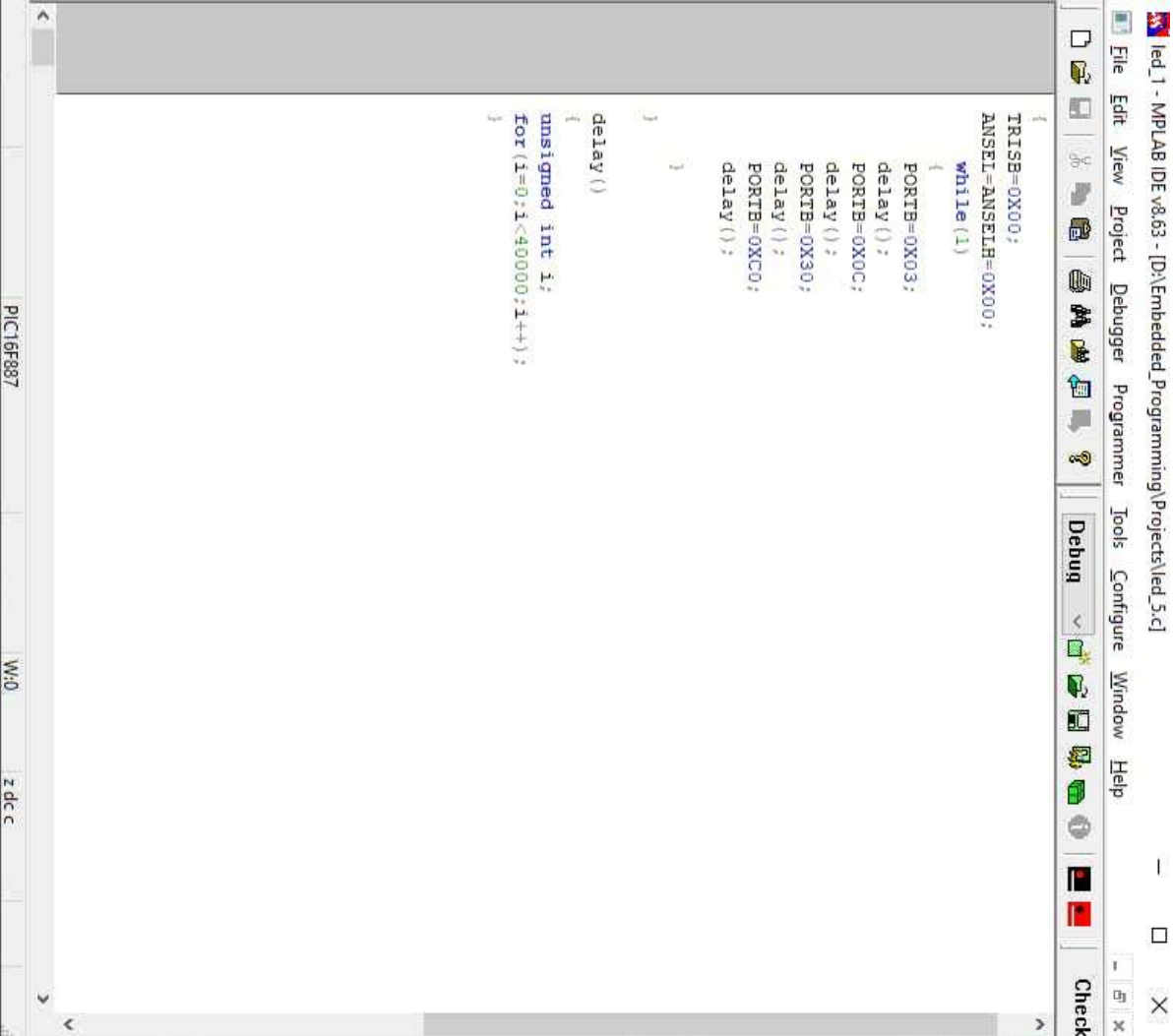
led\_2.hex CPU Usage:9%

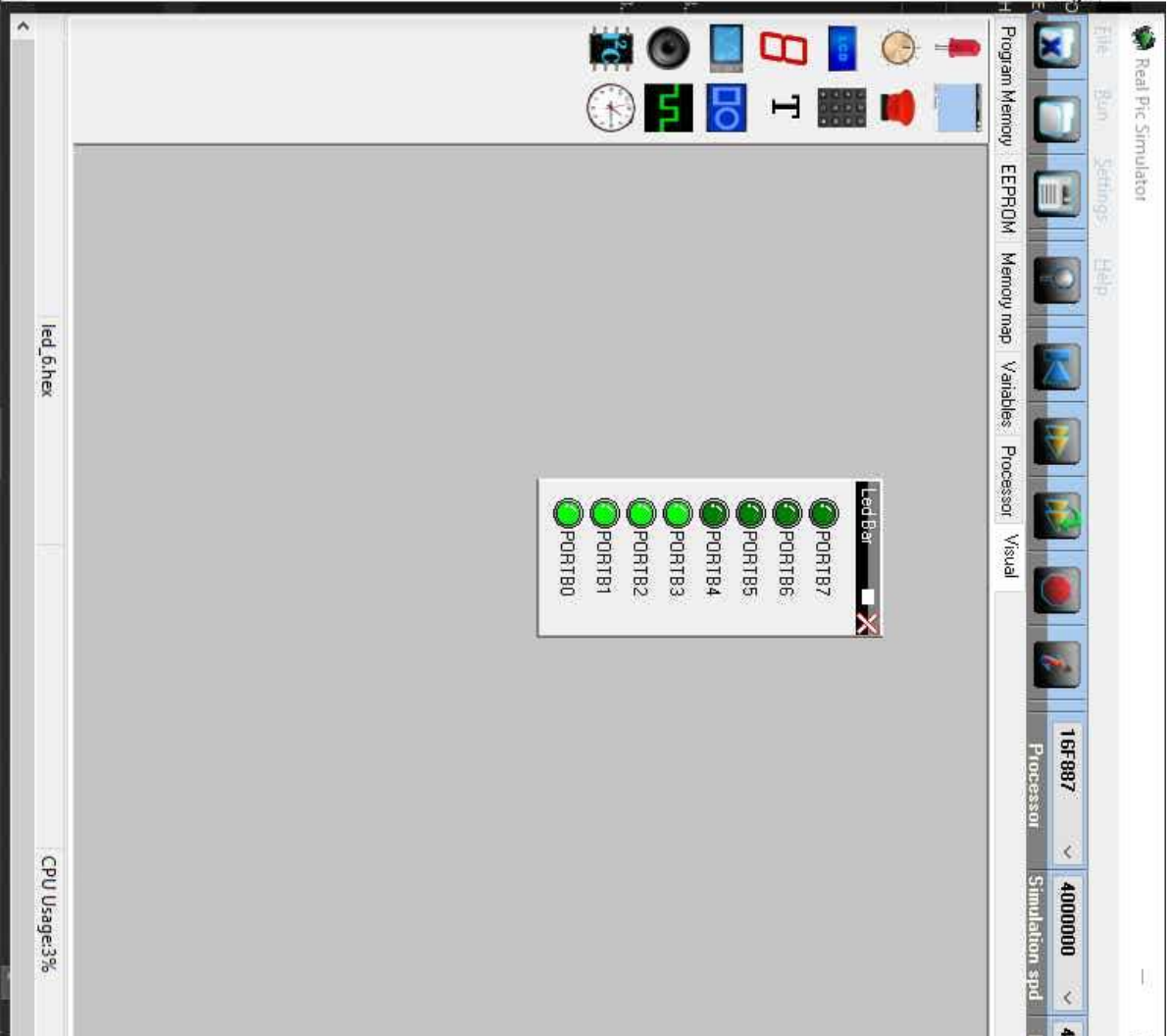
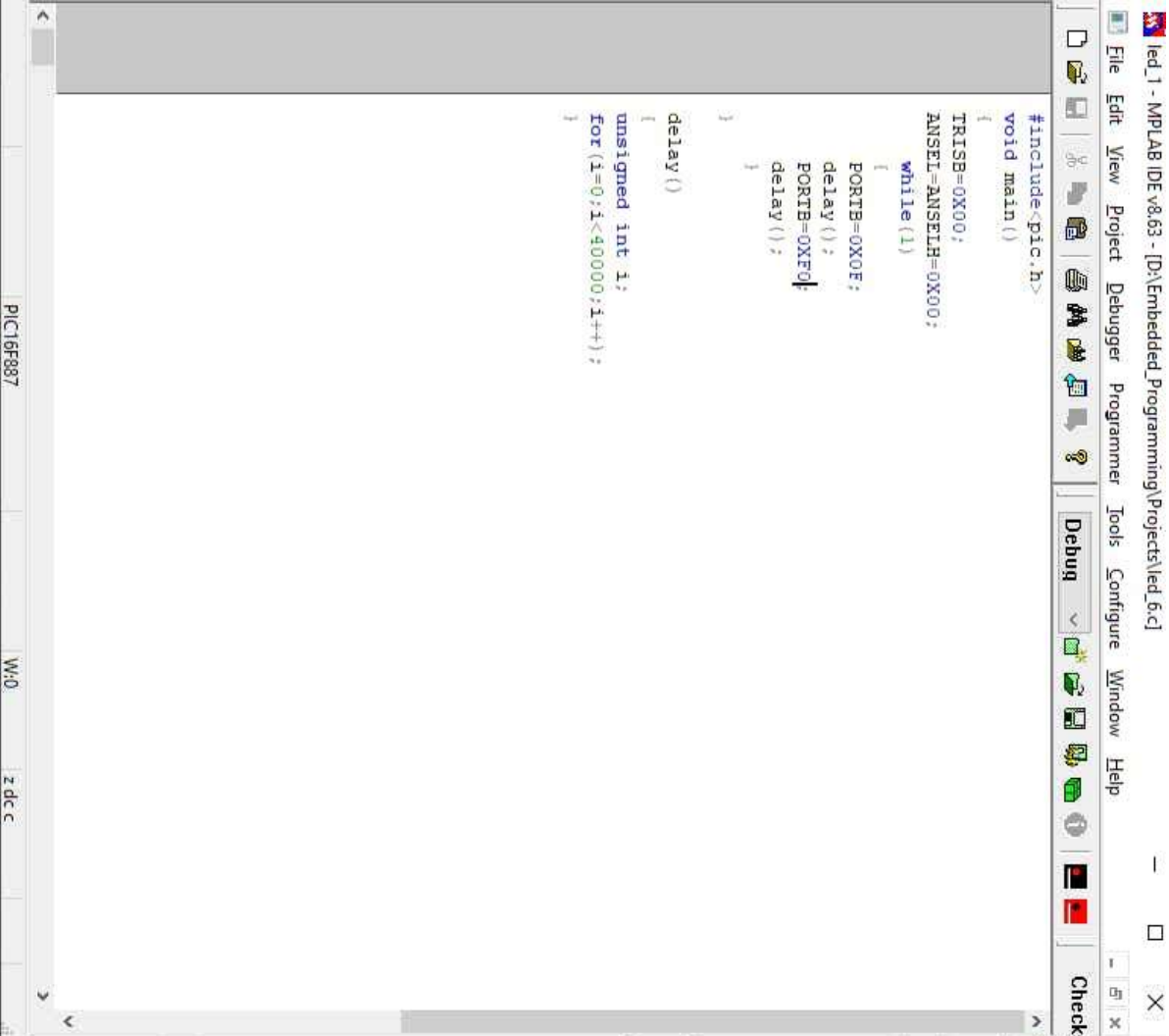


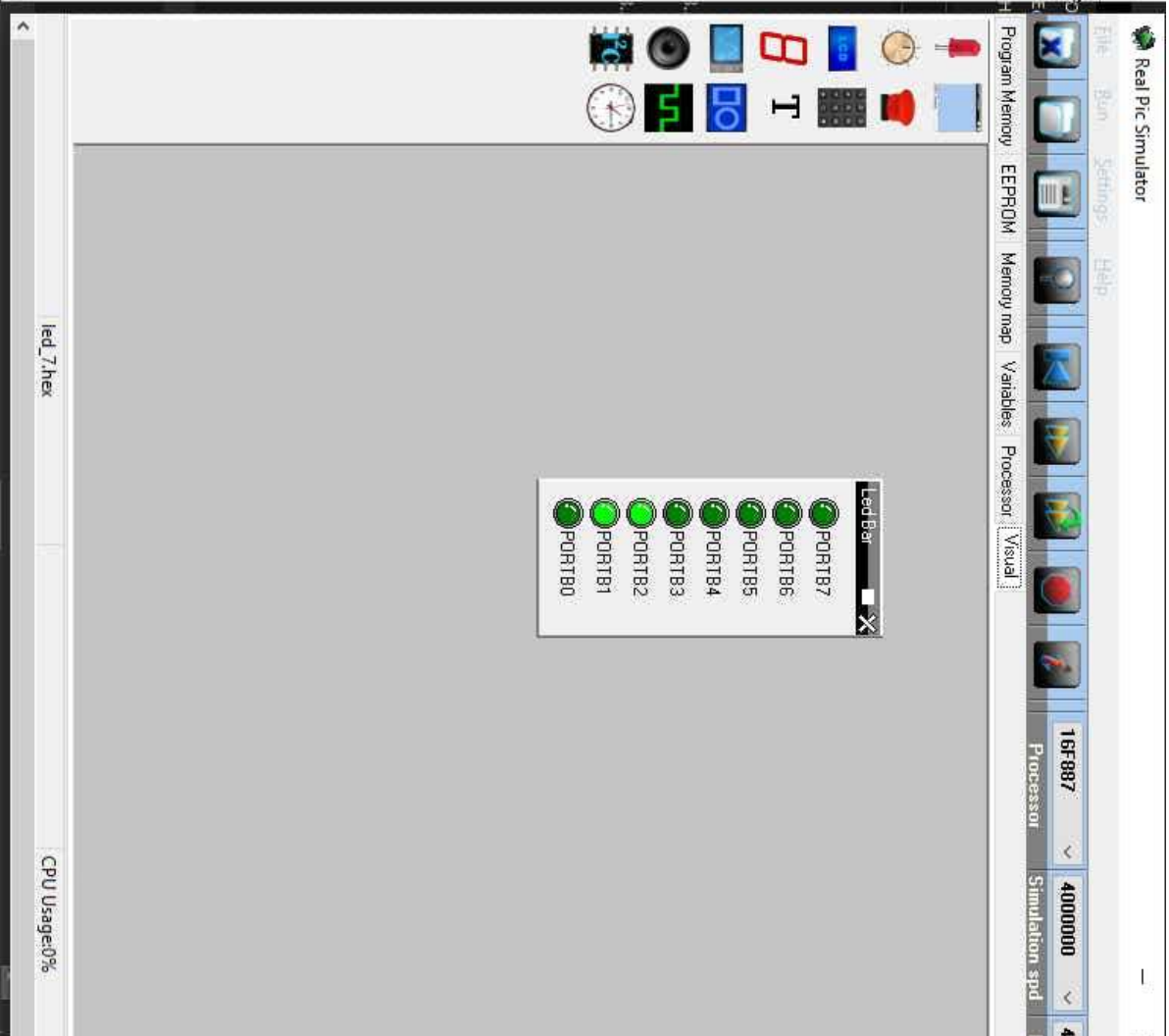
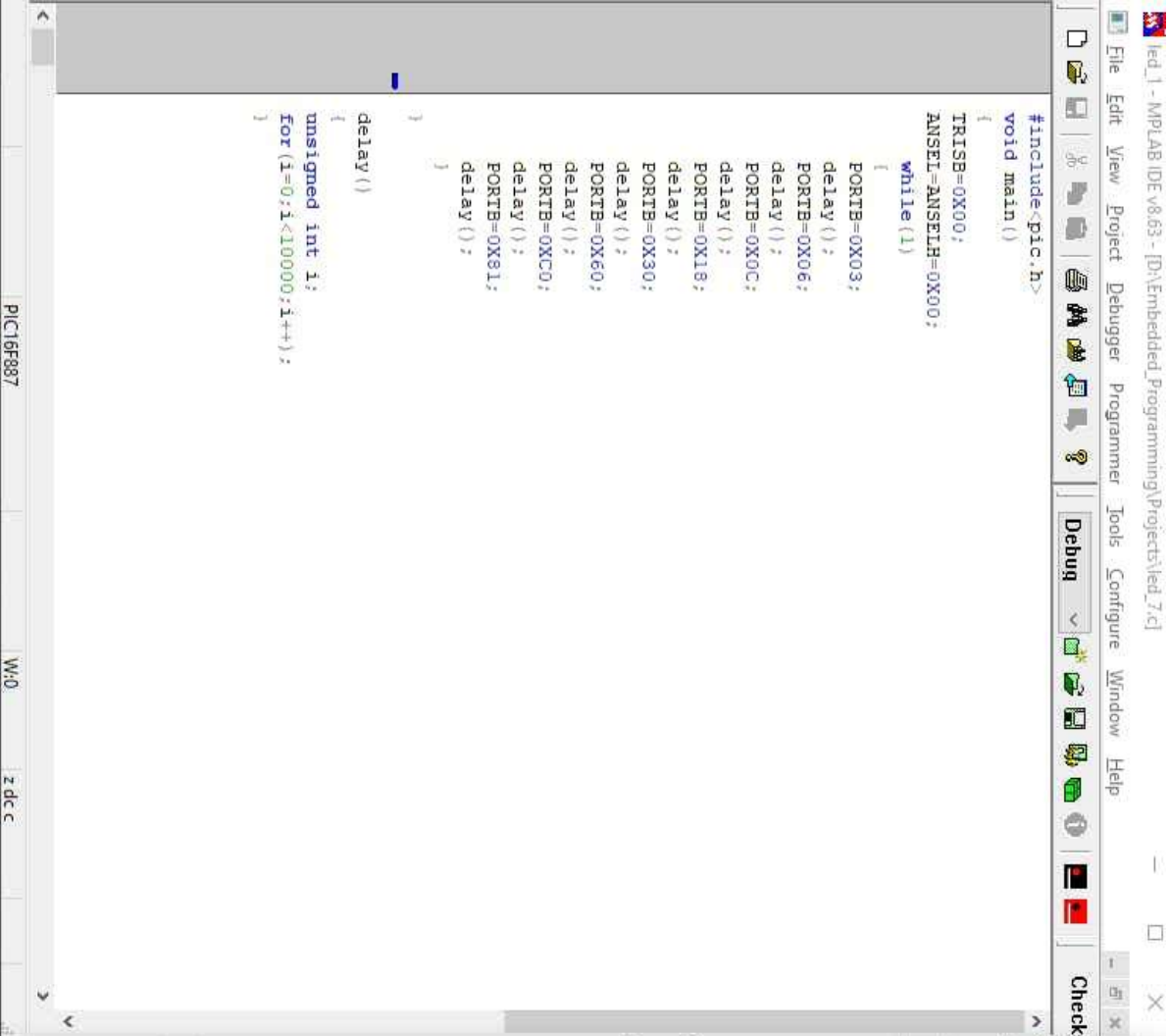




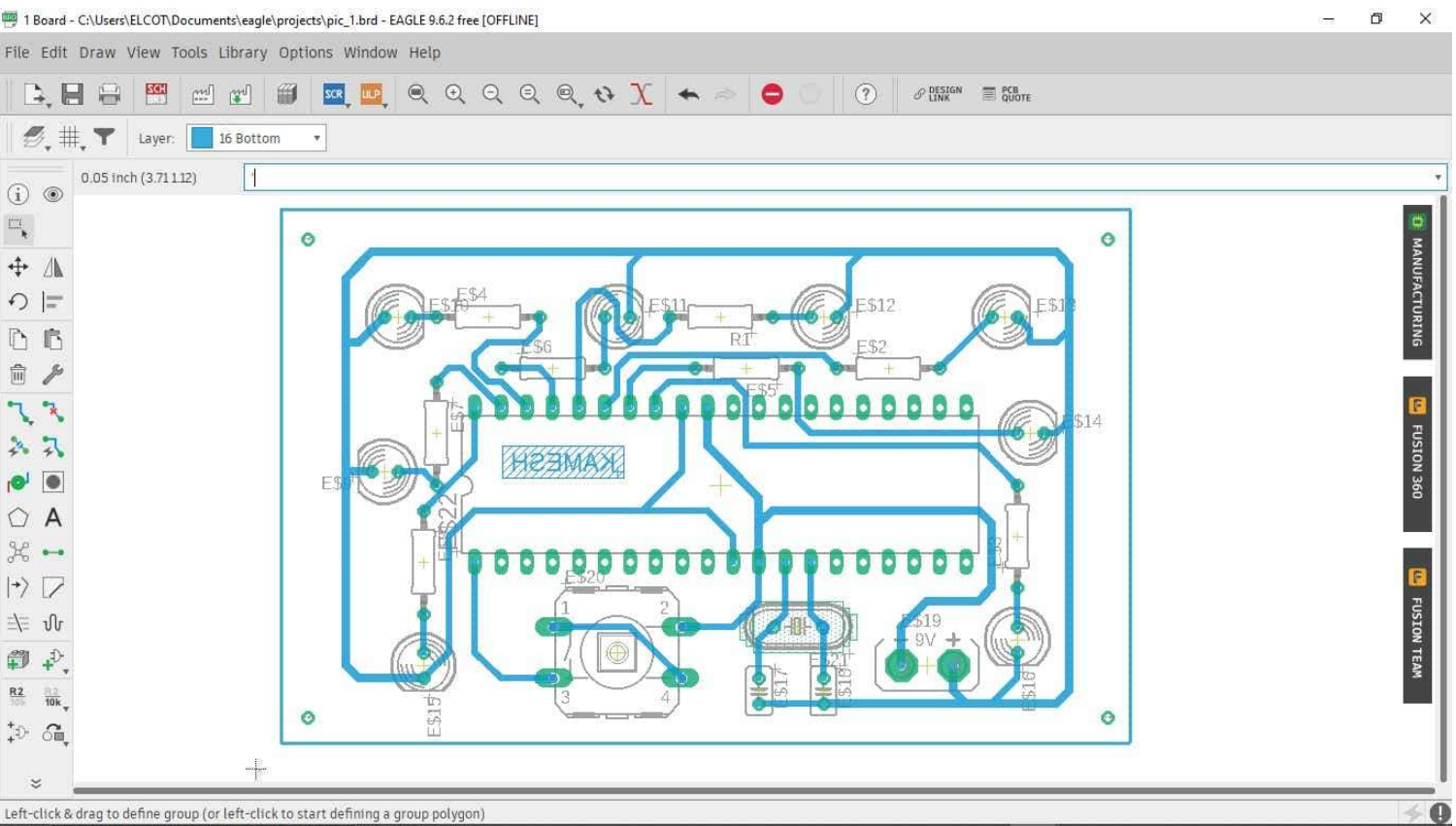




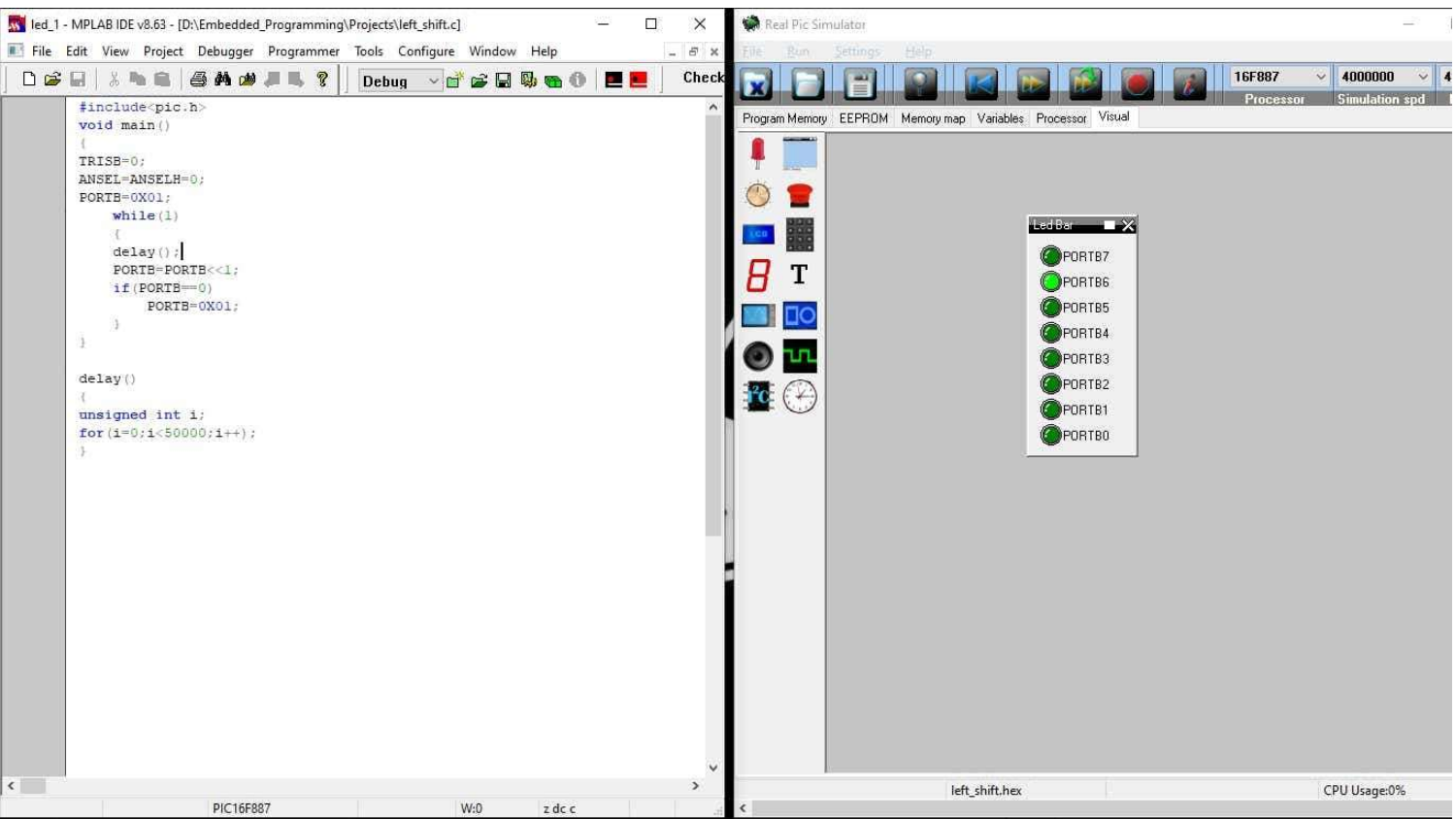


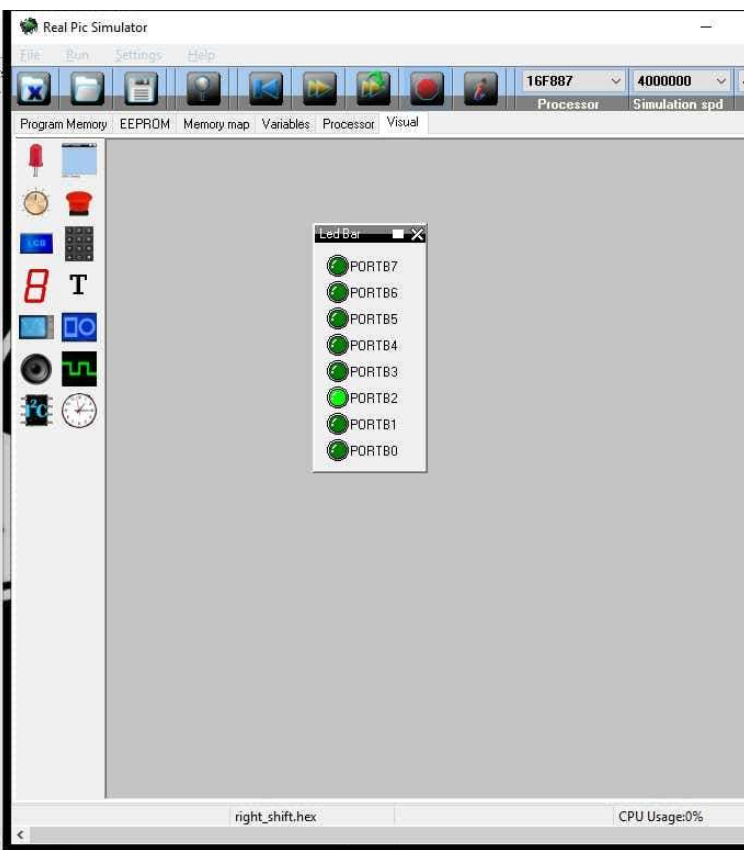
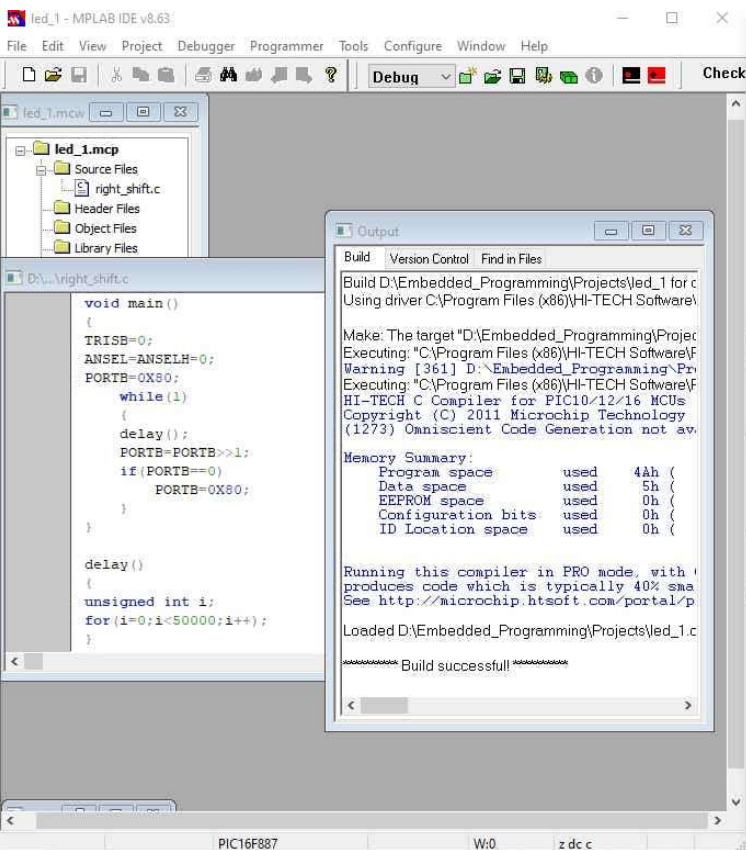


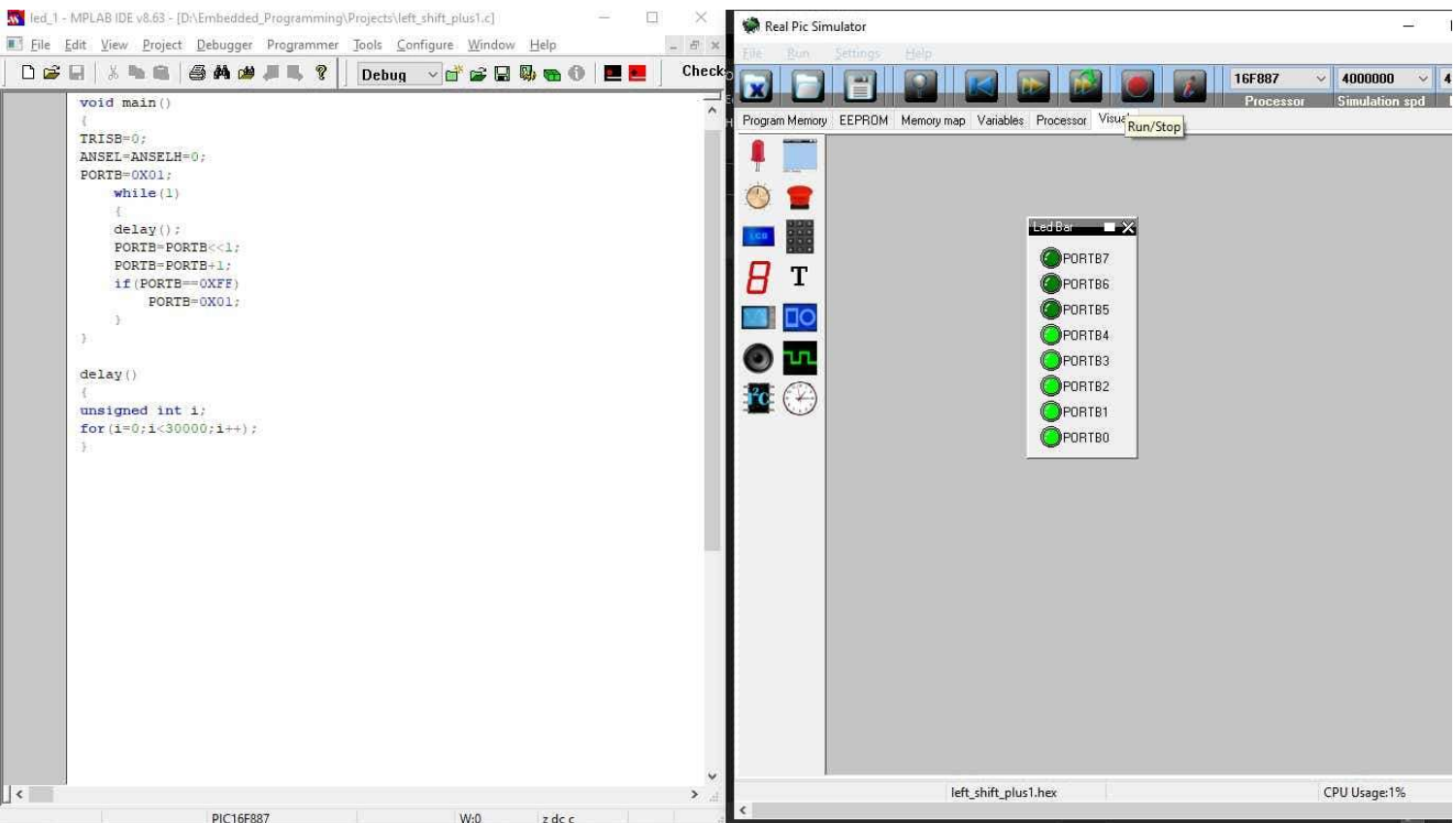


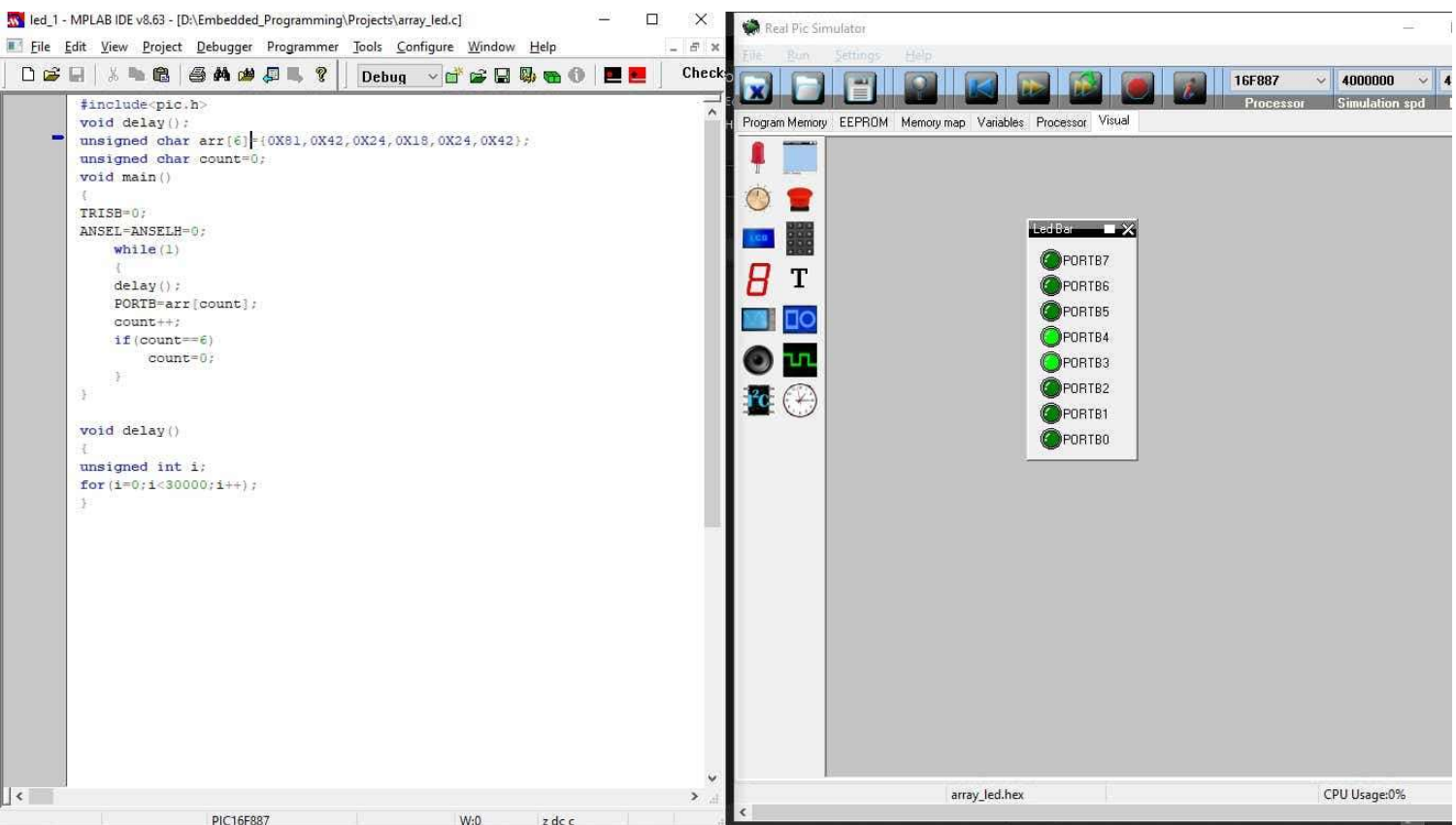












led - MPLAB IDE v8.63 - [E:\New folder\Embedded\timer.c]

File Edit View Project Debugger Programmer Tools Configure Window Help

Debug Checksum: 0x0a5

```
#include<pic.h>
unsigned char count;
void main()
{
    TRISC=0;
    OPTION_REG=0x07;
    while(1)
    {
        if(TOIF==1)
        {
            TOIF=0;
            count++;
            if(count==15)
            {
                count=0;
                if(RC0==1)
                    RC0=0;
                else
                    RC0=1;
            }
        }
    }
}
```

Real Pic Simulator

Program Memory EEPROM Memory map Variables Processor Visual

16F877 4000000 4000000

Processor Simulation spd Real speed

Led Bar

- PORTC7
- PORTC6
- PORTC5
- PORTC4
- PORTC3
- PORTC2
- PORTC1
- PORTC0

PIC16F887 W:0 z dc c bank 0 Lr timer\_hex PC:2018 W:6 CPU Usage:1%

Search the web and Windows

ENG 10:33 PM 8/1/2024

timer - MPLAB IDE v8.03 - [D:\Embedded\_Programming\Projects\irregular\_timer.c]

File Edit View Project Debugger Programmer Tools Configure Window Help

Debug

```
#include<pic.h>
unsigned char count=0;
void main()
{
    TRISB=0;
    OPTION_REG=0X07;
    while(1)
    {
        if(TOIF==1)
        {
            TOIF=0;
            if(RB0==1)
            {
                count++;
                if(count>44)
                {
                    count=0;
                    RB0=0;
                }
            }
            else
            {
                count++;
                if(count>14)
                {
                    count=0;
                    RB0=1;
                }
            }
        }
    }
}
```

PIC16F887 W-0 7 d/c

Real Pic Simulator

File Run Settings Help

16F887 4000000

Processor Simulation spd

Program Memory EEPROM Memory map Variables Processor Visual

Led Bar

- PORTB7
- PORTB6
- PORTB5
- PORTB4
- PORTB3
- PORTB2
- PORTB1
- PORTB0

Irregular\_timer.hex CPU Usage:1%

Timer - MPLAB IDE v8.63 - [D:\Embedded\_Programming\Projects\7\_segment\_led.c]

File Edit View Project Debugger Programmer Tools Configure Window Help

Debug

```
#include<pic.h>
unsigned char count=0;
unsigned char led[10]={0X3F,0X06,0X5B,0X4F,0X66,0X6D,0X7C,0X07,0X7F,0X67};
void main()
{
    TRISB=0X00;
    ANSEL=ANSELH=0;
    while(1)
    {
        PORTB=led[count];
        delay();
        count++;
        if(count>9)
        {
            count=0;
        }
    }

    delay()
    {
        unsigned int i;
        for(i=0;i<50000;i++);
    }
}
```

PIC16F887 W:0 z dc c

Real Pic Simulator

File Run Settings Help

16F887 4000000

Processor Simulation spd

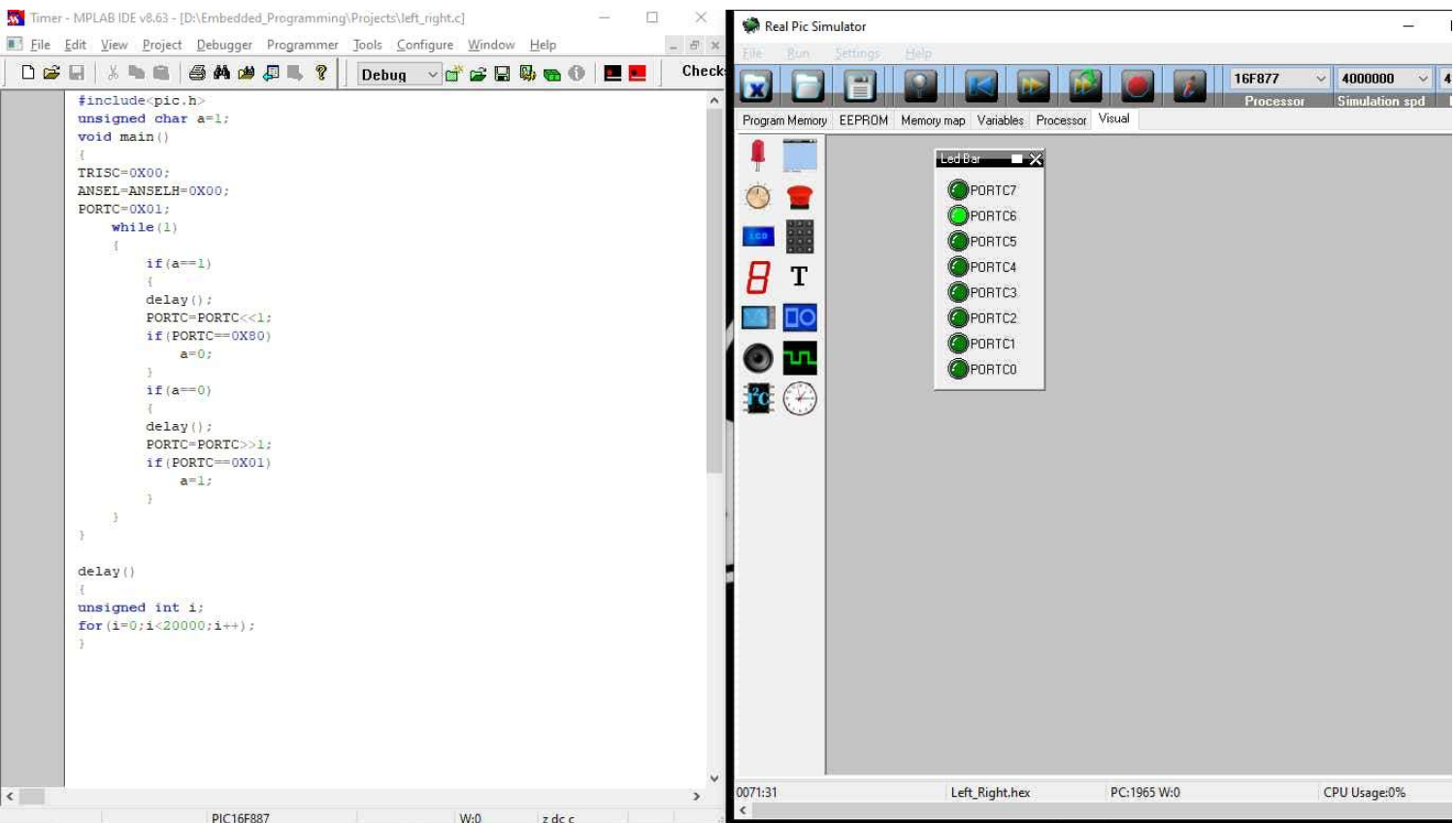
Program Memory EEPROM Memory map Variables Processor Visual

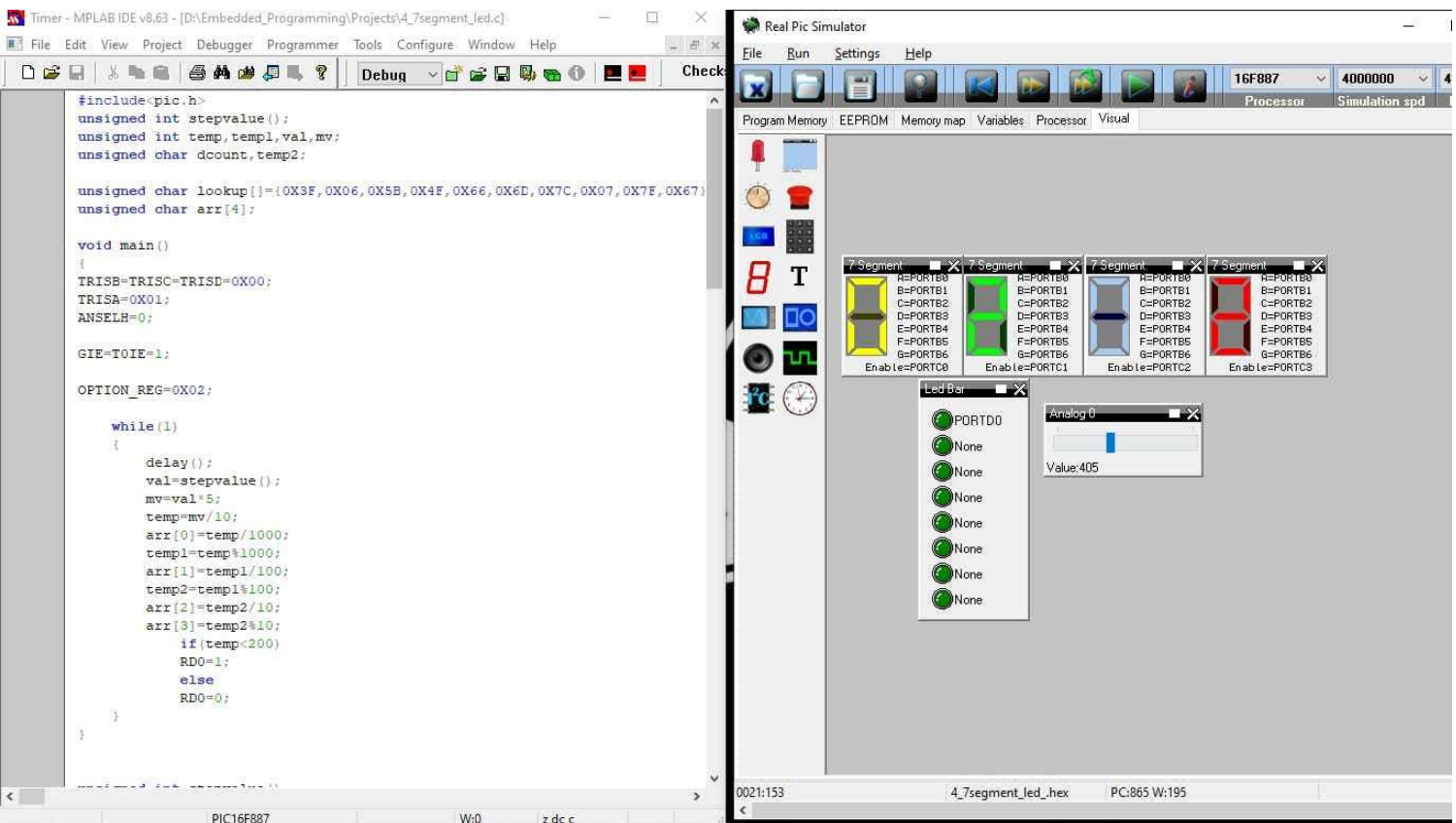
7 Segment

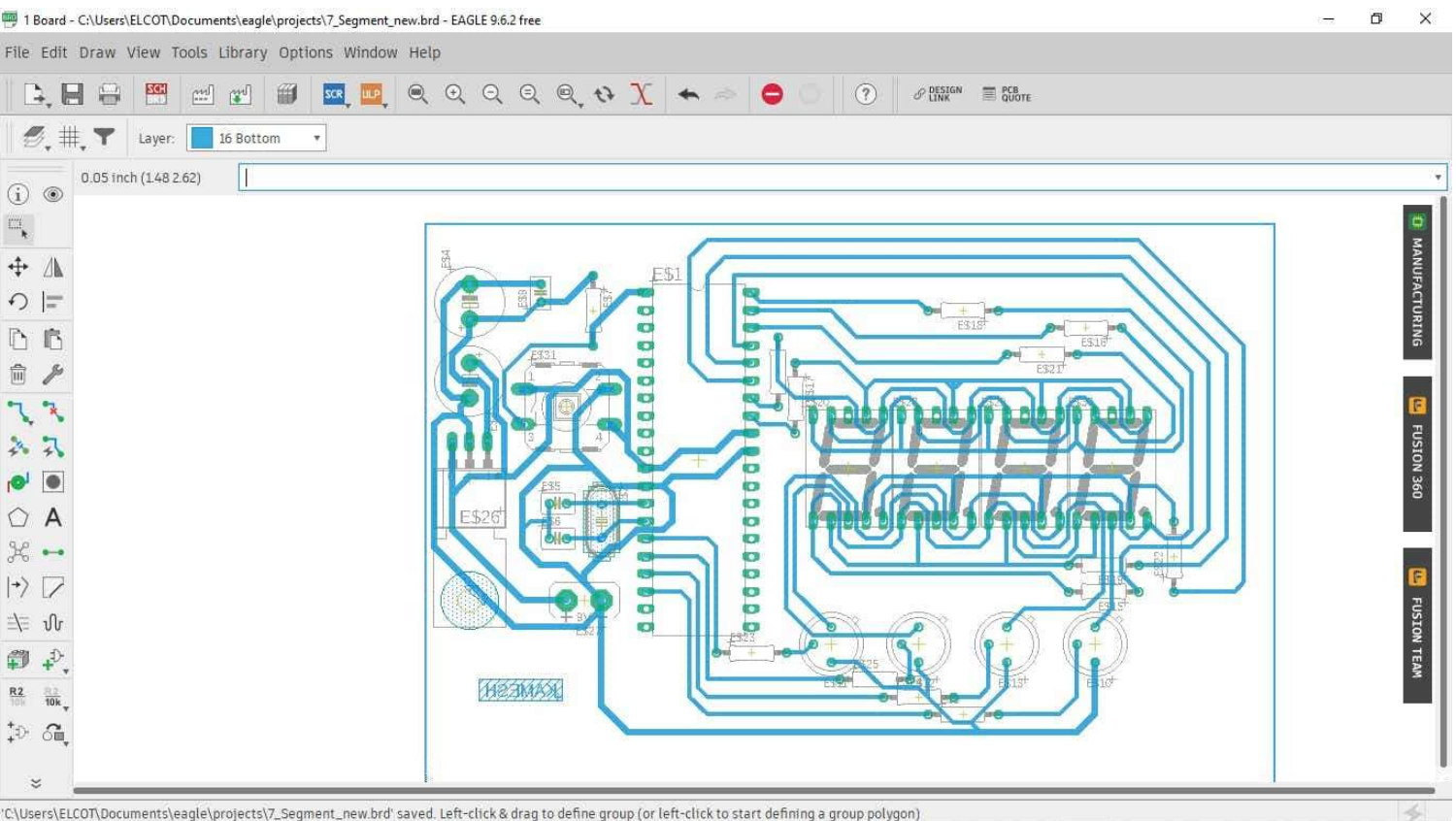
H=PORTB0  
B=PORTB1  
C=PORTB2  
D=PORTB3  
E=PORTB4  
F=PORTB5  
G=PORTB6  
Enable=VDD

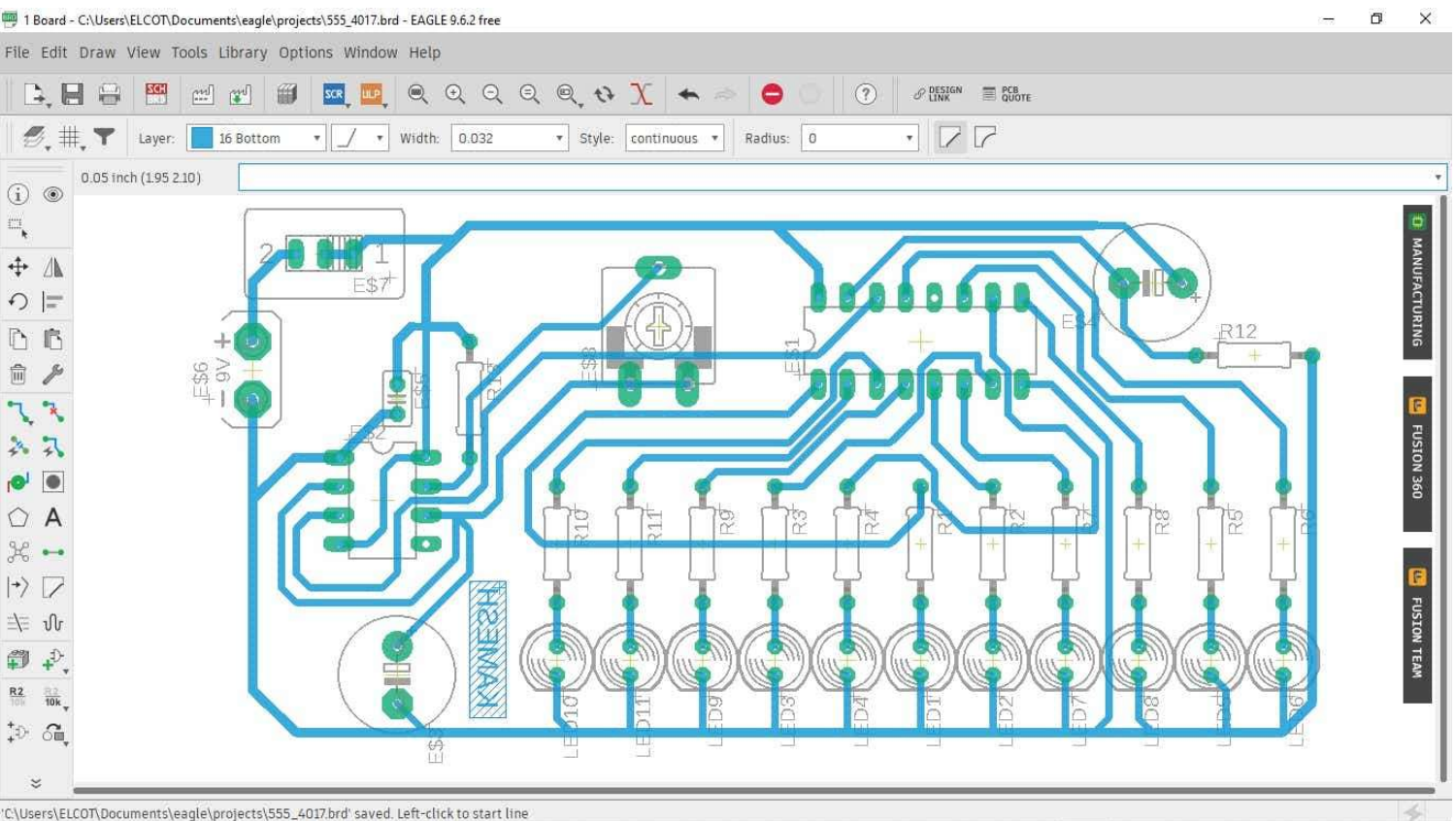
STATUS 0003:26 7\_segment\_led.hex PC:1938 W:80

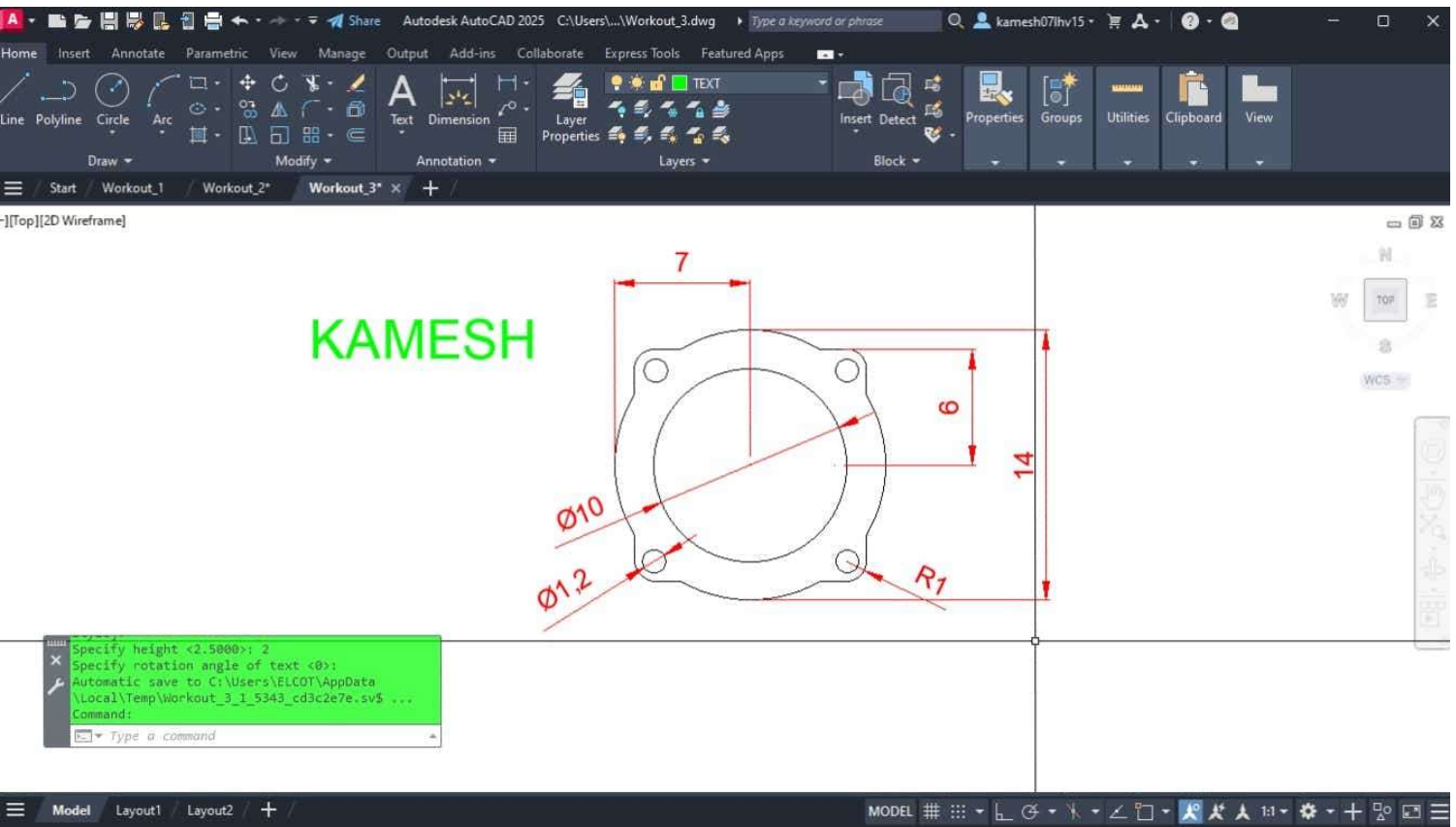


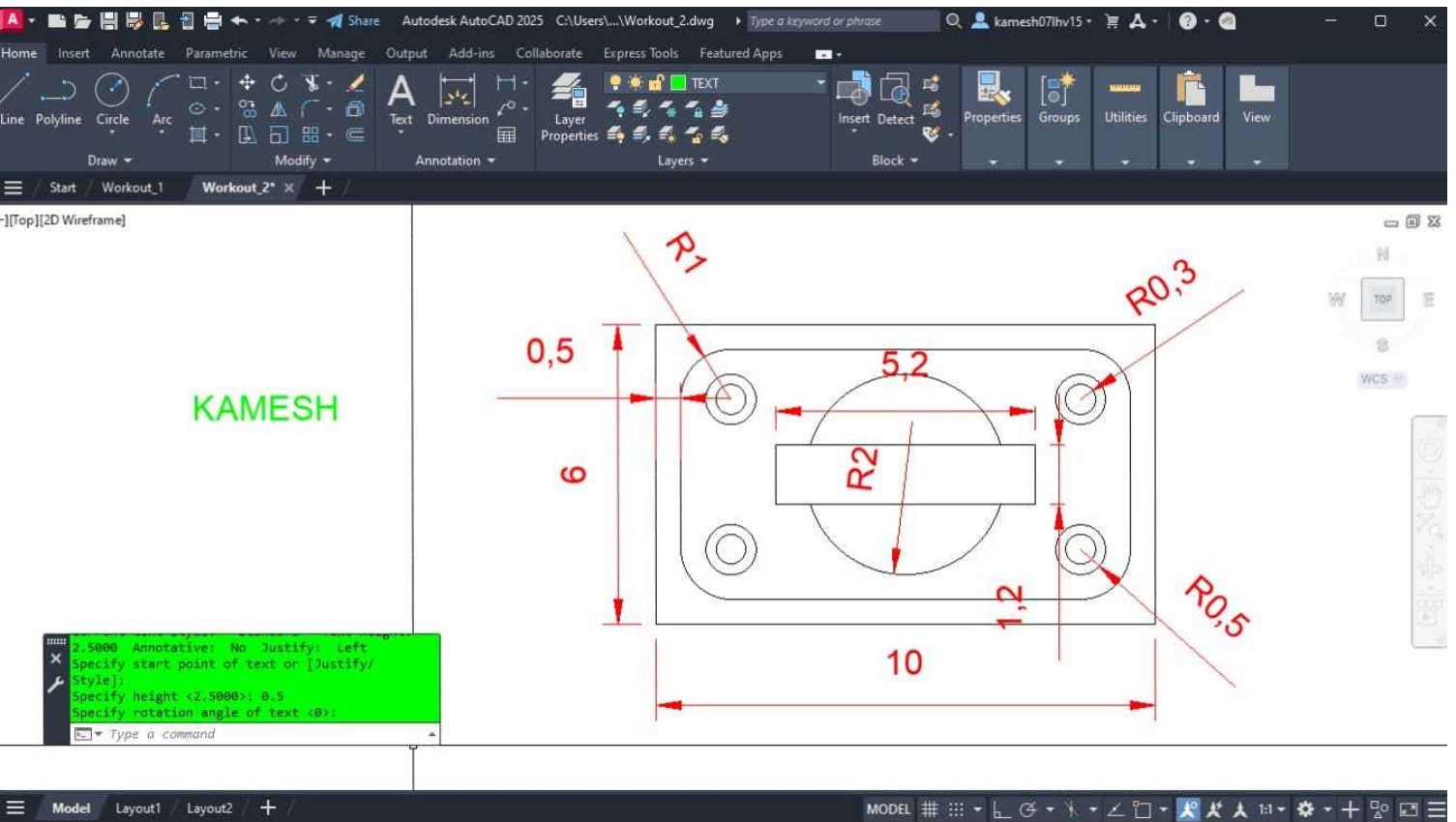




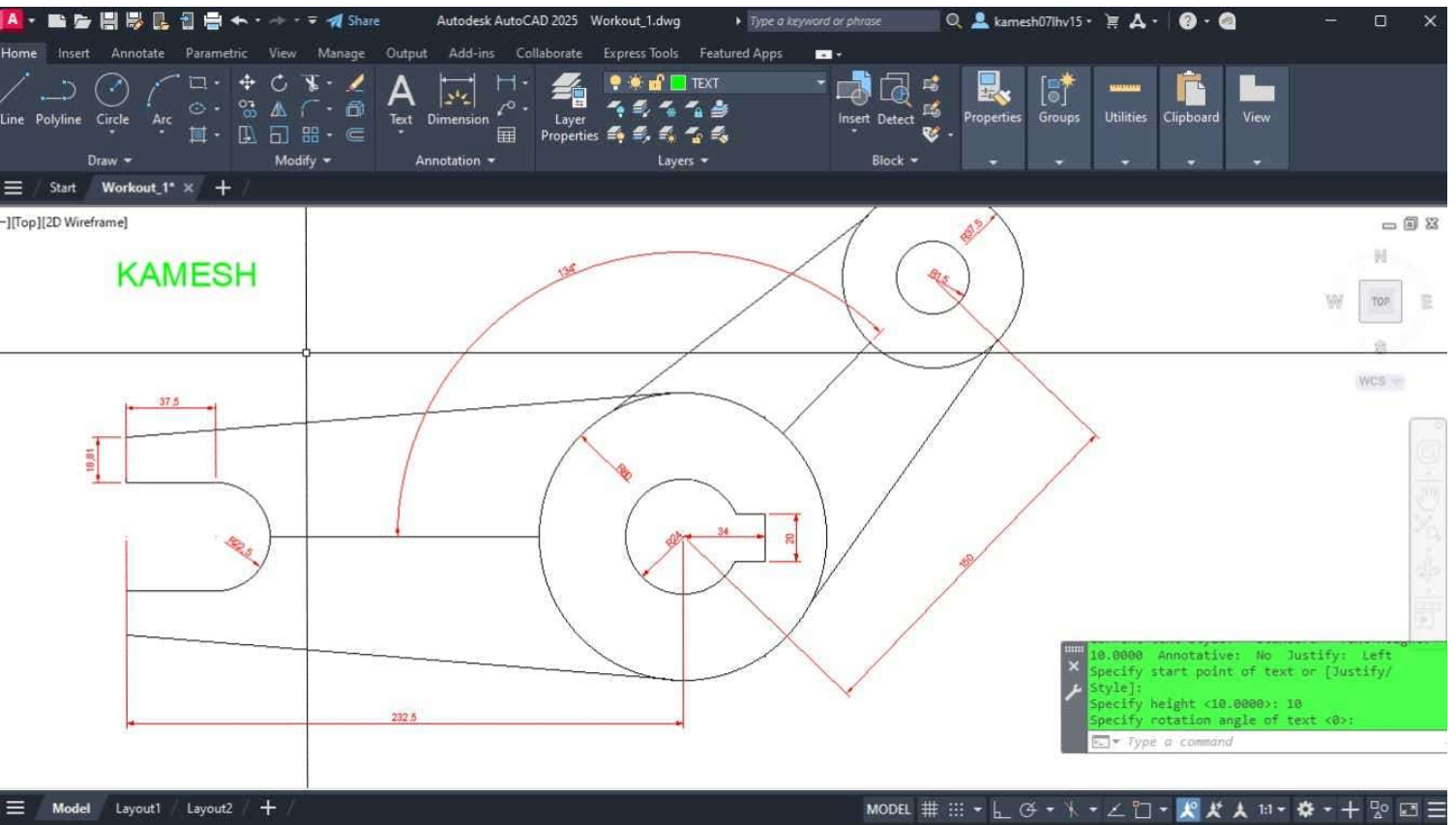




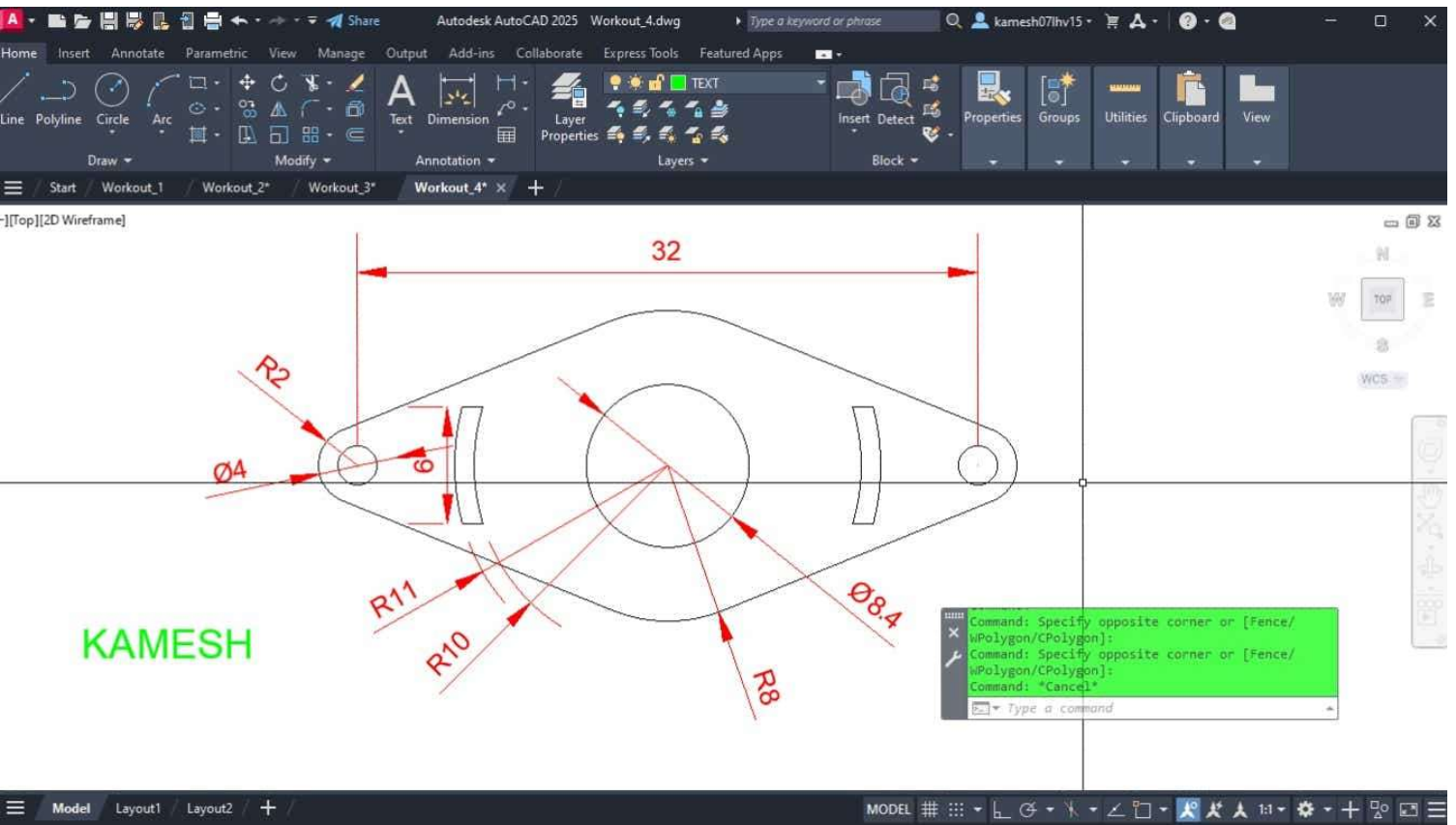






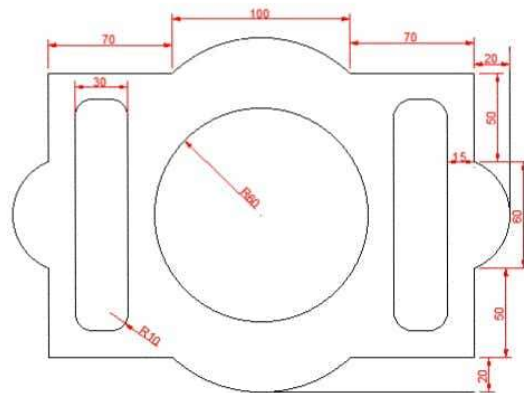








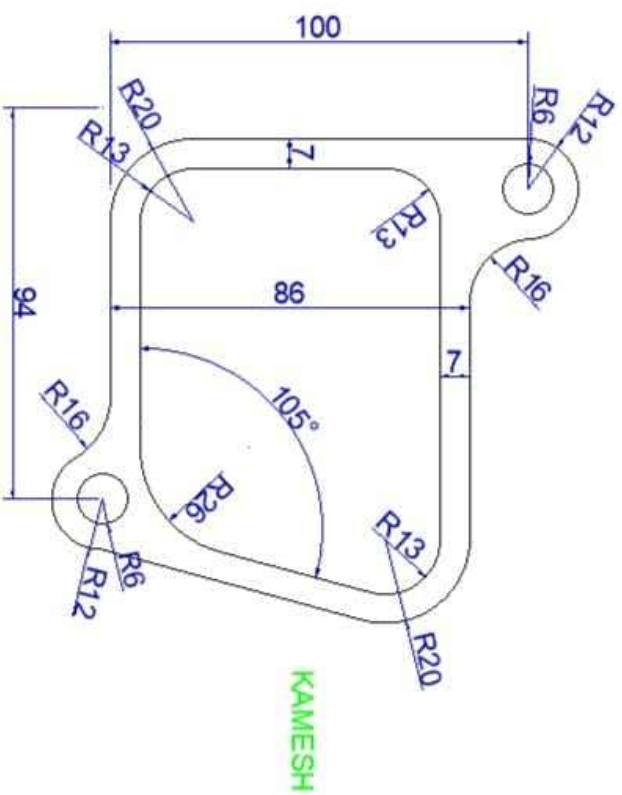
[Top][2D Wireframe]



KAMESH

```
Style]:  
X Specify height <10.0000>: 10  
Specify rotation angle of text <0>:  
Command: Specify opposite corner or [Fence/  
wPolygon/cPolygon]:  
Type a command
```





Type: a command



