MC CODES

LED BLINK

```
#include<reg51.h>
void Delay(unsigned int time);
void main()
{P1=0x00;
while(1)
{
P1=0x0FF;
Delay(250);
P1=0x00;
Delay(250);
}}
void Delay(unsigned int time)
{
int i,j;
for(i=0;i<time;i++)
for(j=0;j<165;j++);
}
```

LED TOGGLE

```
#include<reg51.h>
void Delay(unsigned int time);
void main()
{
while(1)
{
P1=0x0AA;
Delay(250);
P1=~P1;
Delay(250);
}
}
void Delay(unsigned int time)
{
int i,j;
for(i=0;i<;time;i++)
for(j=0;j<165;j++);
}
```

TRI WAVE

```
#include<reg51.h>
```

```
void main()
{int count;
P0=0X00;
P0=0X00;
for(count=0X00;count<0Xff;count++)
{P0=count;
}
P0=0Xff;
P0=0Xff;
for(count=0Xff;count<0X00;count--)
{P0=count;
}
}
```

SQUARE WAVE

```
#include<Reg51.h>
void delay(unsigned int time);
void main()
{

while(1)
{
P0=0XFF;
delay(25);
P0=0X00;
delay(25);
}
}
void delay(unsigned int time)
{
int i,j;
for(i=0;i<time;i++)
for(j=0;j<155;j++);
}
```

LED STEPPER

```
#include<reg51.h>

void delay(unsigned int time);

void main() {
P0 = 0x00;
while (1) {
```

```
P0 = 0x09;
delay(100);
P0 = 0x0A;
delay(100);
P0 = 0x06;
delay(100);
P0 = 0x05;
delay(100);
}
}

void delay(unsigned int time) {
unsigned int i;
TMOD = 0x10;
for (i = 0; i <time; i++) {
TH1 = 0xFF;
TL1 = 0x49;
TR1 = 1;
while (TF1 == 0);
TR1 = 0;
TF1 = 0;
}
}
```