

## BÁO CÁO CUỐI KỲ

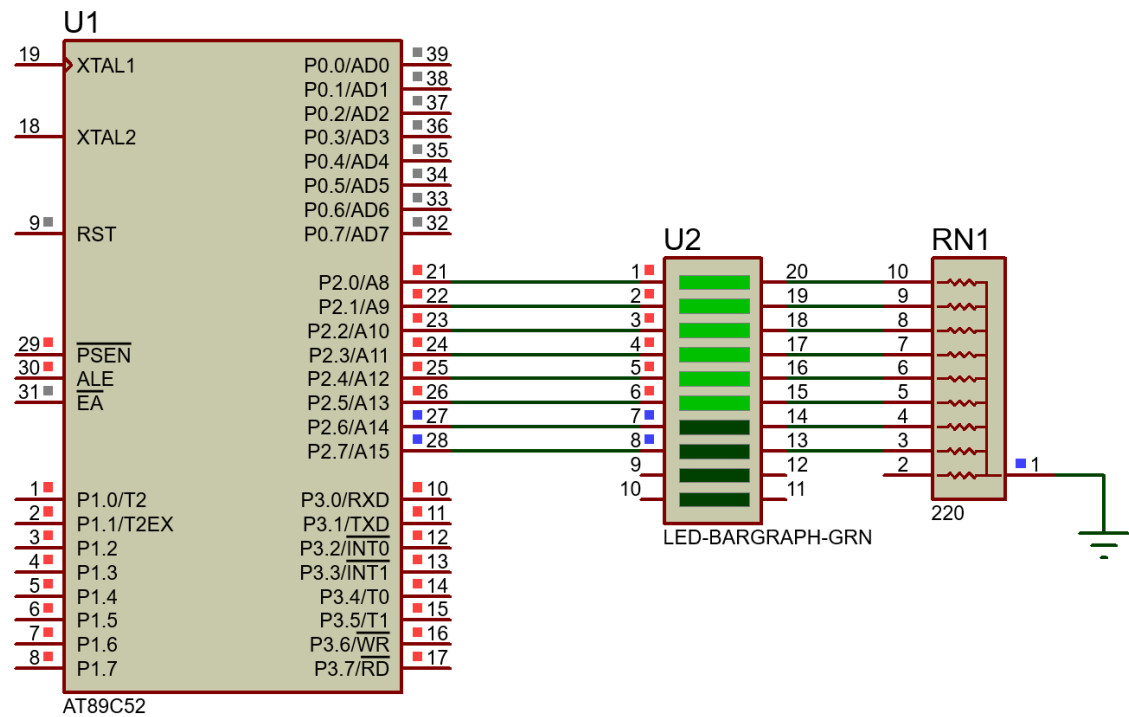
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BÀI THỰC HÀNH 1 – ĐIỀU KHIỂN 8 LED



main.c

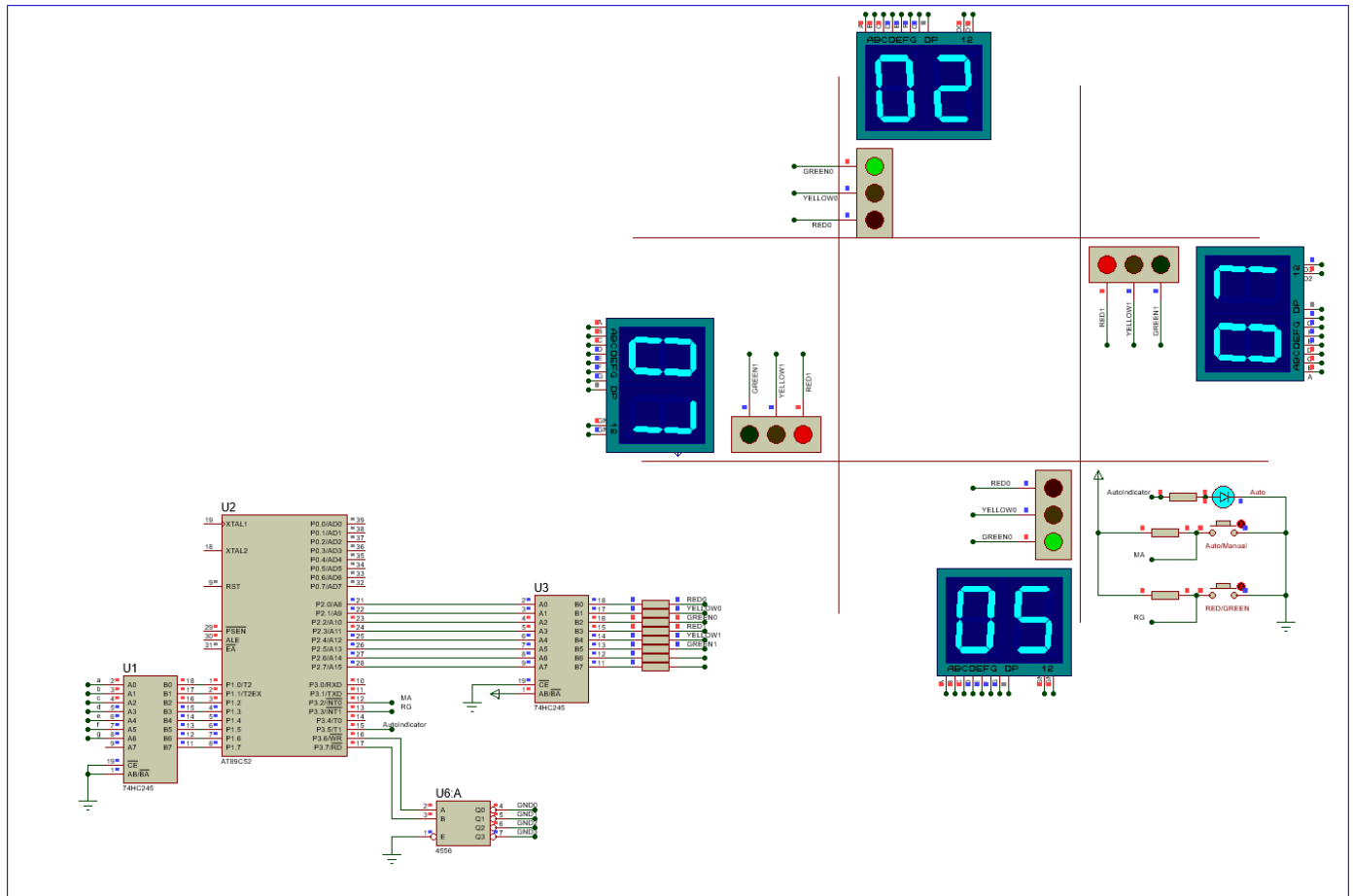
```
#include <REGX52.h>

void delay_ms(int t){
    int i;
    for( i = 0; i < t*12; i++);
}

void main(){
    int LEDs = 0;
    P0 = LEDs;
    delay_ms(500);
    do{
        LEDs = (LEDs<<1) + 1;
        P0 = LEDs;
        delay_ms(500);
    }while(LEDs < 0xFF);
    do{
        LEDs = (LEDs>>1);
        P0 = LEDs;
        delay_ms(500);
    }while(LEDs > 0);
}
```

# BÀI THỰC HÀNH 2 – ĐÈN GIAO THÔNG (SIM)

## Proteus



## main.h

main.h

```
#include <stdio.h>
#include <REGX52.h>
#define elif else if

typedef unsigned int UINT32;
#define DECREASE_ONE(VAR) VAR = (VAR>0?(VAR-1):VAR)
// Decrease VAR if VAR is greater than ZERO, else DO NOTHING!
#define GET_STATE(POS) ((POS>0)?((TRAFFIC_LIGHT & 0x38)>>0x3)*1U:(TRAFFIC_LIGHT & 0x7)*1U)
//POSITION DESCRIPTION:
// 0 : Traffic light 0
// 1 : Traffic light 1
//RETURN CODE DESCRIPTION:
// 0x1 : RED
// 0x2 : YELLOW
// 0x4 : GREEN

#define RED 0x1
#define YELLOW 0x2
#define GREEN 0x4
#define LED_OFF 0xA
#define MANUAL 0x0;
#define AUTO 0x1;

sbit M_A = P3^2;
//<INPUT> M_A: Manual/Auto mode
sbit R_G = P3^3;
//<INPUT> R_G: RED / GREEN (Only for *manual mode*)

sbit G0 = P2^2;
sbit G1 = P2^3;
sbit G2 = P2^4;

// Demultiplexer 2->4
// G0 G1 | GND3 GND2 GND1 GND0
// 0 0 | H H H L
```

```

// 0 1 | H H L H
// 1 0 | H L H H
// 1 1 | L H H H
// Note: Active-Low | MSB -> LSB

UINT32 STATE = RED;
// The state of traffic light (to prevent set the same state again)
UINT32 COUNT_0;
// Count for the main traffic light
UINT32 COUNT_1;
// Count for the order traffic light
UINT32 SINGLE_LED_DISPLAY_T = 50;
// The time use show a single 7-seg LED
UINT32 RED_T = 0;
UINT32 GREEN_T = 0;
UINT32 YELLOW_T = 3;
// The time (in second) for the YELLOW state while changes state
// from GREEN->RED.

const UINT32 DIGIT_CODE[] = {0X3F, 0X06, 0X5B, 0X4F, 0X66, 0X6D, 0X7D,
                             0X07, 0X7F, 0XEF, 0X0};
// 7-seg LED CODE (Common Anode)

#define LED P0

// P2: [x][G][F][E][D][C][B][A]
// Note: Active-Hight | MSB -> LSB | Common Anode

#define TRAFFIC_LIGHT P2
// | traffic light 1 | traffic light 0 |
// P2: [x][x] [G][Y][R] [G][Y][R]
// Note: Active-Hight | MSB -> LSB | x : "don't care!"

void INITIAL(){
    /*Set initial state*/
    TRAFFIC_LIGHT = 0x12;
    COUNT_0 = 0x0;
    COUNT_1 = 0x0;
    LED = DIGIT_CODE[LED_OFF];
    G0 = G1 = 0;
}

UINT32 AUTO_MANUAL(){
    if (M_A) return AUTO;
    return MANUAL;
}

UINT32 RED_GREEN(){
    return (R_G)?(RED):(GREEN);
}

void DELAY(UINT32 t){
    /*Delay in mili-second*/
    UINT32 i;
    for(i = 0; i < 12*t; i++);
}

void SET_LED(UINT32 D){
    //CODE = 10 : turn off LED.
    LED = DIGIT_CODE[D];
}

void SET_YELLOW_TIMER(UINT32 _YELLOW_T){
    YELLOW_T = _YELLOW_T;
}

void SET_RED_GREEN_TIMER(UINT32 _RED_T){
    // RED_T = GREEN_T + YELLOW_T
    // NOTE: Delay in second
    COUNT_0 = RED_T = _RED_T;
    COUNT_1 = GREEN_T = RED_T - YELLOW_T;
}

void SET_DISPLAY_PERIOD(UINT32 T){
    //NOTE: Unit mili-second
    SINGLE_LED_DISPLAY_T = T;
}

void STOP_COUNT(){
    COUNT_0 = 0;
    COUNT_1 = 0;
    SET_LED(LED_OFF);
}

```

```

void SET_TIMER(UINT32 REV){
    //REV DESCRIPTION
    //REV = 0 :
    // Means Traffic Light 0 is currently RED and count
    //down to ZERO to change to GREEN. At the same time
    //Traffic Light 1 is counting down to ZERO to change
    //to YELLOW then it will change to RED.
    //REV = 1 :
    // The other side, Traffic Light 1 is currently GREEN,
    //and will be changed to YELLOW, then RED.
    if(REV == 0){
        COUNT_0 = RED_T;
        COUNT_1 = GREEN_T;
    }else{
        COUNT_0 = GREEN_T;
        COUNT_1 = RED_T;
    }
}

void DISPLAY_LED(){
    /*This function only runs ONE SECOND*/
    UINT32 i = 0;
    for(i = 0; i < 1400/(4*SINGLE_LED_DISPLAY_T); i++){
        G0 = 1; G1 = 0; G2 = 0;
        if(COUNT_0 != 0) SET_LED((COUNT_0/10)%10);
        else SET_LED(LED_OFF);
        DELAY(SINGLE_LED_DISPLAY_T);

        G0 = 1; G1 = 0; G2 = 1;
        if(COUNT_1 != 0) SET_LED((COUNT_1/10)%10);
        else SET_LED(LED_OFF);
        DELAY(SINGLE_LED_DISPLAY_T);

        G0 = 0; G1 = 0; G2 = 0;
        if(COUNT_0 != 0) SET_LED(COUNT_0%10);
        else SET_LED(LED_OFF);
        DELAY(SINGLE_LED_DISPLAY_T);

        G0 = 0; G1 = 0; G2 = 1;
        if(COUNT_1 != 0) SET_LED(COUNT_1%10);
        else SET_LED(LED_OFF);
        DELAY(SINGLE_LED_DISPLAY_T);
    }
}

void SET_TRAFFIC_LIGHT(UINT32 POS, UINT32 CODE){
    //CODE DESCRIPTION:
    //RED : 0x1
    //YELLOW : 0x2
    //GREEN : 0x4
    //POSITION DESCRIPTION:
    // 0 : Traffic light 0
    // 1 : Traffic light 1
    //POS = 0 --> Traffic light 0 --> 3 bits control locates at 3 last bit.
    //> MSB [x][x][x][x] [x][G][Y][R] LSB
    //POS = 1 --> Traffic light 1 --> 3 bits control locates from 5th bit down to 3rd bit.
    //> MSB [x][x][G][Y] [R][x][x][x] LSB

    UINT32 TL = TRAFFIC_LIGHT;
    UINT32 CURRENT_STATE = GET_STATE(POS) & 0x7;
    CODE = CODE & 0x7;
    // Standardizing CODE

    if( (CODE & CURRENT_STATE) == 0 ){
        //New state is the same with prev state --> abort!
        if(POS == 0)
            TRAFFIC_LIGHT = (TL & 0xF8) | CODE;
        else
            TRAFFIC_LIGHT = (TL & 0xC7) | (CODE << 0x3);
    }
}

void SET_STATE(UINT32 CODE){
    if(CODE == RED){
        if( GET_STATE(0) == YELLOW ){
            SET_TRAFFIC_LIGHT(0, RED);
            SET_TRAFFIC_LIGHT(1, GREEN);
        }
        elif( GET_STATE(0) == GREEN ){
            while(COUNT_0){
                DISPLAY_LED();
            }
        }
    }
}

```

	<pre>        DECREASE_ONE(COUNT_0);         DECREASE_ONE(COUNT_1);     }     SET_TRAFFIC_LIGHT(0, YELLOW);     SET_TRAFFIC_LIGHT(1, RED);     COUNT_0 = YELLOW_T;     while(COUNT_0){         DISPLAY_LED();         DECREASE_ONE(COUNT_0);         DECREASE_ONE(COUNT_1);     }     SET_TRAFFIC_LIGHT(0, RED);     SET_TRAFFIC_LIGHT(1, GREEN); } } } if(CODE == GREEN){     if(GET_STATE(0) == YELLOW){         SET_TRAFFIC_LIGHT(0, GREEN);         SET_TRAFFIC_LIGHT(1, RED);     }elif (GET_STATE(0) == RED){         while(COUNT_1){             DISPLAY_LED();             DECREASE_ONE(COUNT_0);             DECREASE_ONE(COUNT_1);         }         COUNT_1 = YELLOW_T;         SET_TRAFFIC_LIGHT(0, RED);         SET_TRAFFIC_LIGHT(1, YELLOW);         while(COUNT_1){             DISPLAY_LED();             DECREASE_ONE(COUNT_0);             DECREASE_ONE(COUNT_1);         }         SET_TRAFFIC_LIGHT(0, GREEN);         SET_TRAFFIC_LIGHT(1, RED);     } } }</pre>
--	---

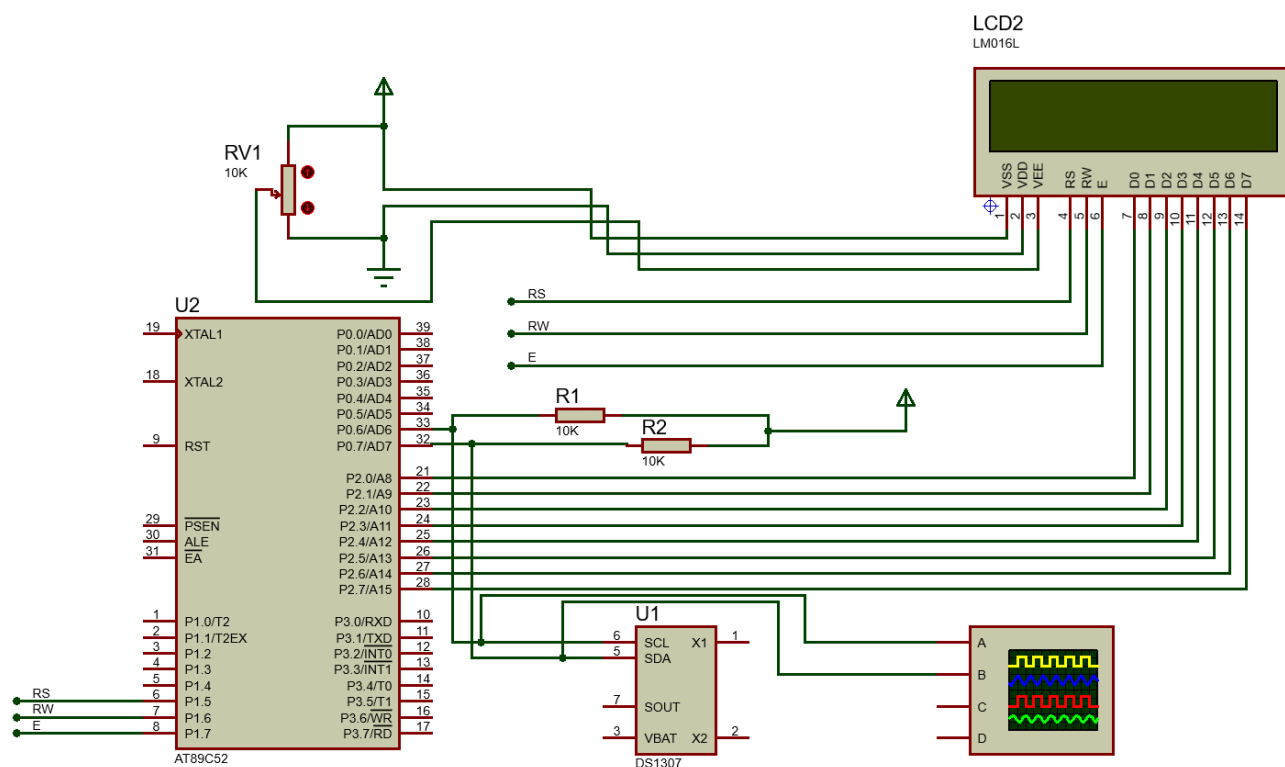
main.c

main.c	<pre>#include "main.h"  void main(){      INITIAL();     SET_YELLOW_TIMER(5);     SET_RED_GREEN_TIMER(15);     SET_DISPLAY_PERIOD(12);      while ( 0x1 ){         if( AUTO_MANUAL() ){             SET_STATE(RED);             SET_TIMER(0);             SET_STATE(GREEN);             SET_TIMER(1);         }else{             STOP_COUNT();             SET_STATE(RED_GREEN());         }     } }</pre>
--------	--



# BÀI THỰC HÀNH 3 – LỊCH VẠN NIÊN (SIM)

## Proteus



## LCD16X2\_CMDs.h

```
#define LCD_ON_CURSOR_ON 0x0F //LCD ON, cursor ON
#define CLEAR_SCREEN 0x01 //Clear display screen
#define RETURN_HOME 0x02 //Return home
#define LEFT_SHIFT_CURSOR 0x04 //Decrement cursor (shift cursor to left)
#define RIGHT_SHIFT_CURSOR 0x06 //Increment cursor (shift cursor to right)
#define LEFT_SHIFT_DISPLAY 0x05 //Shift display right
#define RIGHT_SHIFT_DISPLAY 0x07 //Shift display left
#define DISPLAY_ON_CURSOR_BLINKING 0x0E //Display ON, cursor blinking
#define SET_CURSOR_0x_0y 0x80 //Force cursor to beginning of first line
#define SET_CURSOR_1x_0y 0xC0 //Force cursor to beginning of second line
#define LINEx2_MAT5x7 0x38 //2 lines and 5x7 matrix
#define CMD11 0x83 //Cursor line 1 position 3
#define ACTIVATE_2nd_LINE 0x3C //Activate second line
#define LCD_OFF_CURSOR_OFF 0x08 //Display OFF, cursor OFF
#define CMD14 0xC1 //Jump to second line, position 1
#define LCD_ON_CURSOR_OFF 0x0C //Display ON, cursor OFF
#define CMD16 0xC1 //Jump to second line, position 1
#define CMD17 0xC2 //Jump to second line, position 2
```

## LCD16x2.h

### LCD16x2.h

```
/*
This lib was made to interfacing with LCD.
LCD's pin informations:
```

```
#####
#####
|-----|
| 1 2 3 4 5 6 7 8 9 10 11 12 13 14 |
```

```
pin 0 - VSS - Connected to the ground of the MCU/ Power source
pin 1 - VDD - Connected to the supply pin of Power source
pin 2 - VEE - Connected to a variable POT that can source 0-5V
pin 3 - RS - Toggles between Command/Data Register
pin 4 - RW - Toggles the LCD between Read/Write Operation
pin 5 - E - Must be held high to perform Read/Write Operation
Pin 7-14 - D - Pins used to send Command or data to the LCD.
```

```
*/
#ifndef _LCD16X2_H_
```

```

#define _LCD16X2_H_

#include <stdio.h>
#include <REGX52.h>
#include "LCD16x2_CMDS.h"

#define uint unsigned int

#define WRITE_MODE          0x0
#define READ_MODE           0x1
#define SEND_CMD_MODE       0x0
#define SEND_DISPLAY_DATA_MODE 0x1
// The variables bellow can be edited bases on
// your circuit.
// Set your LCD is in receiving command or receiving display data.
sbit REGISTER_SELECT       = P1^5;
// Set your LCD is READ mode or WRITE mode (usually write mode, be written by your MCU)
sbit READ_WRITE            = P1^6;
// Enable your LCD by a negedge pulse
sbit ENABLE                 = P1^7;

// Receive or Transfer data (parallel)
#define DATA_PORT P2

// Make MS_DELAY by do "nothing"
static void MS_DELAY(uint t){
    uint i;
    for(i = 0; i < 12*t; i++);
}

// Make a MONO pulse at ENABLE pin
// MONO pulse: LOW->HIGH (HIGH)*n HIGH->LOW :)
void ENABLE_LCD(){
    //Enable, a high to low pulse need to enable the LCD
    ENABLE = 0x1;
    MS_DELAY(3);
    ENABLE = 0x0;
}

// To sent command to the LCD.
void SEND_BYTE_COMMAND(unsigned char CMD){
    DATA_PORT = CMD;
    REGISTER_SELECT = SEND_CMD_MODE;
    READ_WRITE      = WRITE_MODE;
    ENABLE_LCD();
}

// To sent a byte of DISPLAY DATA to the LCD.
void SEND_BYTE_DISPLAY(unsigned char BYTE){
    // NOTE: BYTE is displayed in ASCII.
    DATA_PORT = BYTE;
    REGISTER_SELECT = SEND_DISPLAY_DATA_MODE;
    READ_WRITE      = WRITE_MODE;
    ENABLE_LCD();
}

// To sent an array of byte of DISPLAY DATA to the LCD.
void SEND_BYTE_ARRAY_DISPLAY(unsigned char ARR[], uint SIZE){
    uint i = 0;
    while( i < SIZE ){
        SEND_BYTE_DISPLAY(ARR[i]);
        ++i;
    }
}

// Set the position of the CURSOR in 16x2 LCD screen.
void SET_CURSOR_POS(uint ROW, uint COL){
    if(ROW == 0){
        SEND_BYTE_COMMAND(SET_CURSOR_0x_0y+COL);
    }
    if(ROW == 1){
        SEND_BYTE_COMMAND(SET_CURSOR_1x_0y+COL);
    }
}

// Set up your LCD.
void LCD_INITIAL(){
    SEND_BYTE_COMMAND(LCD_ON_CURSOR_OFF);
    MS_DELAY(20);
    SEND_BYTE_COMMAND(LINEx2_MAT5x7);
    MS_DELAY(20);
    SEND_BYTE_COMMAND(CLEAR_SCREEN);
}

#endif

```

DS1307.h

```

#ifndef _DS1307_H_
#define _DS1307_H_

#include <REGX52.h>
// #include "STACK_BUFFER.h"

typedef unsigned int uint;
typedef unsigned char uchar;

#define logic_inverse(x) ((x>0)?(0):1)
#define POW2(x) (1U<<(x))

#define bit_at(x, i) (((x) & (1U<<(i))))?(1):(0))

#define MASK_8BIT 0xFF

// |<-ADDR-> R
// 1101_000 0
#define SLAVE_ADDR_W 0xD0 //Slave addr of DS1307 <0x68> concat with #R bit <0>
// |<-ADDR-> W
// 1101_000 1
#define SLAVE_ADDR_R 0xD1 //Slave addr of DS1307 <0x68> concat with W bit <1>
#define CONTROL_REG_ADDR 0x07

#define SET_SCL(LOGIC_STATE) SCL = (LOGIC_STATE)?(1):(0)
#define SET_SDA(LOGIC_STATE) SDA = (LOGIC_STATE)?(1):(0)
#define I2C_WRITE_TO_ADDR(ADDR) ((ADDR<<1)|(0x1))
#define I2C_READ_FROM_ADDR(ADDR) ((ADDR<<1)|(0x0))

enum LOGIC_LEVEL {LOW = 0, HIGH = 1};
enum SLAVE_STATE {ACK = 0, NAK = 1};

// Config two pins suit for your demand.
// I2C pins
sbit SCL = P0^6;
sbit SDA = P0^7;

//
// HIGH:
//
// LOW :
//
// T_PEAK

uint T_WAIT = 2;

// Do stuff things to make delay :v
static void DELAY(uint t){
    uint i;
    for(i = 0; i < 12*t; i++){
    }

// START CONDITION
//
// HIGH:
// SCL
// LOW :
// HIGH:
// SDA
// LOW :
void I2C_START(){
    // DELAY(T_WAIT);
    SET_SCL(HIGH);
    SET_SDA(HIGH);
    DELAY(T_WAIT);
    SET_SDA(LOW);
    DELAY(T_WAIT);
    SET_SCL(LOW);
    DELAY(T_WAIT);
}

// STOP CONDITION
// HIGH:
// SCL
// LOW :
// HIGH:
// SDA
// LOW :

void I2C_STOP(){
    DELAY(T_WAIT);
    SET_SCL(LOW);

```

```

    SET_SDA(LOW);
    DELAY(T_WAIT);
    SET_SCL(HIGH);
    DELAY(T_WAIT);
    SET_SDA(HIGH);
}

//          |<-T1->|<-T2->|
// HIGH      _____|
// SCL:       |         |
// LOW        _ _ _ _|   |_____
void SCL_MONO_PULSE(){
    DELAY(T_WAIT);          // wait for somethings (T1)
    SET_SCL(HIGH);          // pull to high
    SET_SCL(LOW);
}

uint RECEIVE_BIT(){
    uint BIT_DATA;
    DELAY(T_WAIT);
    SET_SDA(HIGH);  DELAY(T_WAIT); // release SDA line
    SET_SCL(HIGH);  DELAY(T_WAIT);
    BIT_DATA = SDA; SET_SCL(LOW);
    return BIT_DATA;
}

uint I2C_SEND_BYTE(unsigned char DATA){
    uint i = 0;
    for( i = 0; i < 8; i++){
        SET_SDA( DATA & 0x80 );
        SCL_MONO_PULSE();
        DATA <<= 1;
    }
    return RECEIVE_BIT();
}

void SEND_ACK(){
    DELAY(T_WAIT);
    SET_SDA(LOW); // pull SDA to low level to indicate ACK.
    SCL_MONO_PULSE();
    SET_SDA(HIGH); // idle state
}

void SEND_NAK(){
    DELAY(T_WAIT);
    SET_SDA(HIGH); // pull SDA to low level to indicate No ACK.
    SCL_MONO_PULSE();
    SET_SDA(HIGH); // idle state
}

uint I2C_RECEIVE_BYTE(uint ACK_NAK){
    uint i = 0, RCV_DATA = 0;
    for(i = 0; i < 8; i++){
        DELAY(T_WAIT);
        RCV_DATA <<= 1;
        RCV_DATA = RCV_DATA | RECEIVE_BIT();
    }
    if( ACK_NAK == NAK ) SEND_NAK();
    if( ACK_NAK == ACK) SEND_ACK();
    return RCV_DATA;
}

void DS1307_INIT(){
    I2C_START();
    I2C_SEND_BYTE(SLAVE_ADDR_W);
    I2C_SEND_BYTE(CONTROL_REG_ADDR);
    I2C_SEND_BYTE(0x0); // Disable the SQW/OUT pin.
    I2C_STOP();
}

void DS1307_READ(uint *YEAR, uint *MONTH, uint *DAY,
                 uint *HOUR, uint *MINUTE, uint *SECOND){
    I2C_START();
    I2C_SEND_BYTE(SLAVE_ADDR_W); // Connect to DS1307
    I2C_SEND_BYTE(0x0);          // Request Sec RAM address at 00H
    I2C_STOP();

    DELAY(T_WAIT);

    I2C_START();
    I2C_SEND_BYTE(SLAVE_ADDR_R); // Connect to DS1307
    (*SECOND) = I2C_RECEIVE_BYTE(ACK);
    (*MINUTE) = I2C_RECEIVE_BYTE(ACK);
}

```

```
        (*HOURL) = I2C_RECEIVE_BYTE(ACK);
        I2C_RECEIVE_BYTE(ACK);
        (*DAY) = I2C_RECEIVE_BYTE(ACK);
        (*MONTH) = I2C_RECEIVE_BYTE(ACK);
        (*YEAR) = I2C_RECEIVE_BYTE(NAK);
        I2C_STOP();
    }

#endif // _DS1307_H_
```

LCD16x2\_DATE\_TIME.h

LCD16x2\_DATE\_TIME.h

```
#ifndef _LCD16X2_DATE_TIME_H_
#define _LCD16X2_DATE_TIME_H_

#include <stdio.h>
#include <REGX52.h>
#include "LCD16x2.h"
#include "DS1307.h"

#define uchar unsigned char
#define uint unsigned int

int DAY = 0;
int MONTH = 0;
int YEAR = 0;
int SECOND = 0;
int MINUTE = 0;
int HOUR = 0;

char DATE[] = "DATE: YYYY MM DD";
char TIME[] = "TIME: HH:MM:SS";
int DAYS_OF_MON[] = {-1, 31, 28, 31, 30, 31, 30, 31, 31, 30, 31, 30, 31};

#define SET_DD_MM_YYYY(DD, MM, YYYY) {DAY = DD%31; MONTH = MM%12; YEAR = YYYY;}
#define SET_HH_MM_SS(HH, MM, SS) {HOUR = HH%24; MINUTE = MM%60; SECOND = SS%60;}

void GET_TIME_DATE(){
    //Get date/time from dsl307
    DS1307_READ(&YEAR, &MONTH, &DAY, &HOUR, &MINUTE, &SECOND);
    YEAR = (YEAR&0x0F) + (YEAR>>4)&0x0F;
    MONTH = (MONTH&0x0F) + ((MONTH>>4)&0x1)*10;
    DAY = (DAY&0x0F) + ((DAY>>4)&0x0F);
    HOUR = (HOUR&0xF) + ((HOUR>>4)&0x3);
    MINUTE = (MINUTE&0xF) + ((MINUTE>>4)&0x3);
    SECOND = (SECOND&0xF) + ((SECOND>>4)&0x3);
}

void FORMAT_DATE(){
    DATE[9] = (uchar)(YEAR%10) + '0';
    DATE[8] = (uchar)((YEAR/10)%10) + '0';
    DATE[7] = (uchar)((YEAR/100)%10) + '0';
    DATE[6] = (uchar)((YEAR/1000)%10) + '0';
    DATE[12] = (uchar)(MONTH%10) + '0';
    DATE[11] = (uchar)((MONTH/10)%10) + '0';
    DATE[15] = (uchar)(DAY%10) + '0';
    DATE[14] = (uchar)((DAY/10)%10) + '0';
}

void FORMAT_TIME(){
    TIME[7] = (uchar)((HOUR/1)%10) + '0';
    TIME[6] = (uchar)((HOUR/10)%10) + '0';
    TIME[10] = (uchar)((MINUTE/1)%10) + '0';
    TIME[9] = (uchar)((MINUTE/10)%10) + '0';
    TIME[13] = (uchar)((SECOND/1)%10) + '0';
    TIME[12] = (uchar)((SECOND/10)%10) + '0';
}

void DISPLAY(){
    SET_CURSOR_POS(0, 0);
    FORMAT_DATE();
    SEND_BYTE_ARRAY_DISPLAY(DATE, 16);
    SET_CURSOR_POS(1, 0);
    FORMAT_TIME();
}
```

	<pre>        SEND_BYTE_ARRAY_DISPLAY(TIME, 14);     } #endif</pre>
--	--

main.c

main.c	<pre>#include "DS1307.h" #include "LCD16x2_DATE_TIME.h"  void main(){     LCD_INITIAL();     //SET_HH_MM_SS(23, 59, 55);     //SET_DD_MM_YYYY(3, 2, 2004);     DS1307_INIT();     DISPLAY();     while(1){         GET_TIME_DATE();         DISPLAY();         MS_DELAY(100);     } }</pre>
--------	---

BÀI THỰC HÀNH 4 – ĐÈN GIAO THÔNG

main.h

main.h	<pre>// #ifndef _MAIN_H_ // #define _MAIN_H_  //----- Include ----- #include &lt;REGX52.h&gt; #include &lt;stdio.h&gt;  //----- Macros ----- #define elif else if #define DECREASE_ONE(VAR) VAR = (VAR&gt;0?(VAR-1):VAR)  #define RED 0x1 #define YELLOW 0x2 #define GREEN 0x4 #define LED_OFF 0xA #define MANUAL 0x0; #define AUTO 0x1;  #define R_DIGIT 0xB #define Y_DIGIT 0xC #define G_DIGIT 0xD  //RETURN CODE DESCRIPTION: // 0x1 : RED // 0x2 : YELLOW // 0x4 : GREEN  //----- Type defines ----- typedef unsigned int UINT;  //----- Delay ----- static void DELAY_DISP(UINT mili_sec) {     UINT i;     for (i = 0; i &lt; 3 * mili_sec; i++); } static void DELAY(UINT mili_sec) {     UINT i;     for (i = 0; i &lt; 12 * mili_sec; i++)         ; }  //----- Traffic Light Ports // sbit RED0 = P1 ^ 0; // sbit YELLOW0 = P1 ^ 1; // sbit GREEN0 = P1 ^ 2;  // sbit RED1 = P2 ^ 5; // sbit YELLOW1 = P2 ^ 6; // sbit GREEN1 = P2 ^ 7; UINT RED0; UINT YELLOW0; UINT GREEN0; UINT RED1; UINT YELLOW1; UINT GREEN1; //----- Timer Ports ----- sbit GND0 = P2 ^ 2; sbit GND1 = P2 ^ 3; sbit GND2 = P2 ^ 4;  #define LED P0 // P2: [x][G][F][E][D][C][B][A] // Note: Active-Hight   MSB -&gt; LSB   Common Anode  //----- Timer Ports ----- sbit M_A = P3^3; sbit R_G = P3^2; //----- State VARs UINT STATE_0 = RED; UINT STATE_1 = RED; // The state of traffic light (to prevent set the same state again) UINT COUNT_0; // Count for the main traffic light UINT COUNT_1; // Count for the order traffic light UINT SINGLE_LED_DISPLAY T = 1;</pre>
--------	---

```

// The time use show a single 7-seg LED
UINT RED_T = 0;
UINT GREEN_T = 0;
UINT YELLOW_T = 0;
// The time (in second) for the YELLOW state while changes state
// from GREEN->RED.

//----- CA LED CODE
const UINT DIGIT_CODE[] = {0X3F, 0X06, 0X5B, 0X4F, 0X66, 0X6D,
                           0X7D, 0X07, 0X7F, 0XEF, 0X0, 0X1,
                           0x40, 0x8};
// 7-seg LED CODE (Common Anode)

UINT AUTO_MANUAL() {
    UINT _M_A = M_A;
    if (_M_A)
        return AUTO;
    return MANUAL;
}

UINT RED_GREEN() { return (R_G) ? (RED) : (GREEN); }

void SET_LED(UINT D) {
    // CODE = 10 : turn off LED.
    LED = DIGIT_CODE[D];
}

void SET_DISPLAY_PERIOD(UINT T) {
    // NOTE: Unit mili-second
    SINGLE_LED_DISPLAY_T = T;
}

void STOP_COUNT() {
    COUNT_0 = 0;
    COUNT_1 = 0;
    SET_LED(LED_OFF);
}

void SET_YELLOW_TIMER(UINT _YELLOW_T){
    YELLOW_T = _YELLOW_T;
}

void SET_RED_GREEN_TIMER(UINT _RED_T){
    // RED_T = GREEN_T + YELLOW_T
    // NOTE: Delay in second
    COUNT_0 = RED_T = _RED_T;
    COUNT_1 = GREEN_T = RED_T - YELLOW_T;
}

void SET_TIMER(UINT PREVIOUS) {
    // PREVIOUS DESCRIPTION
    // PREVIOUS = 0 :
    // Means Traffic Light 0 is currently RED and count
    // down to ZERO to change to GREEN. At the same time
    // Traffic Light 1 is counting down to ZERO to change
    // to YELLOW then it will change to RED.
    // PREVIOUS = 1 :
    // The other side, Traffic Light 1 is currently GREEN,
    // and will be changed to YELLOW, then RED.
    if (PREVIOUS == 0) {
        COUNT_0 = RED_T;
        COUNT_1 = GREEN_T;
    } else {
        COUNT_0 = GREEN_T;
        COUNT_1 = RED_T;
    }
}

UINT DIGIT(UINT POS){
    if( POS == 0){
        if(RED0 == 1 && YELLOW0 == 0 && GREEN0 == 0) return R_DIGIT;
        if(RED0 == 0 && YELLOW0 == 1 && GREEN0 == 0) return Y_DIGIT;
        if(RED0 == 0 && YELLOW0 == 0 && GREEN0 == 1) return G_DIGIT;
    }else{
        if(RED1 == 1 && YELLOW1 == 0 && GREEN1 == 0) return R_DIGIT;
        if(RED1 == 0 && YELLOW1 == 1 && GREEN1 == 0) return Y_DIGIT;
        if(RED1 == 0 && YELLOW1 == 0 && GREEN1 == 1) return G_DIGIT;
    }
    return 0xA;
}

```



```

void DISPLAY_LED(){
    /*This function only runs ONE SECOND*/
    UINT i = 0;
    for(i = 0; i < 7200/(6*SINGLE_LED_DISPLAY_T); i++){
        GND0 = 1; GND1 = 0; GND2 = 0;
        if(COUNT_0 != 0) SET_LED((COUNT_0/10)%10);
        else SET_LED(LED_OFF);
        DELAY_DISP(SINGLE_LED_DISPLAY_T);

        GND0 = 1; GND1 = 0; GND2 = 1;
        if(COUNT_1 != 0) SET_LED((COUNT_1/10)%10);
        else SET_LED(LED_OFF);
        DELAY_DISP(SINGLE_LED_DISPLAY_T);

        GND0 = 1; GND1 = 1; GND2 = 0; SET_LED(DIGIT(0));
        DELAY_DISP(SINGLE_LED_DISPLAY_T);

        GND0 = 0; GND1 = 0; GND2 = 0;
        if(COUNT_0 != 0) SET_LED(COUNT_0%10);
        else SET_LED(LED_OFF);
        DELAY_DISP(SINGLE_LED_DISPLAY_T);

        GND0 = 0; GND1 = 0; GND2 = 1;
        if(COUNT_1 != 0) SET_LED(COUNT_1%10);
        else SET_LED(LED_OFF);
        DELAY_DISP(SINGLE_LED_DISPLAY_T);

        GND0 = 1; GND1 = 1; GND2 = 1; SET_LED(DIGIT(1));
        DELAY_DISP(SINGLE_LED_DISPLAY_T);
    }
}

void SET_TRAFFIC_LIGHT(UINT POS, UINT CODE) {
    // CODE DESCRIPTION:
    // RED      : 0x1
    // YELLOW   : 0x2
    // GREEN    : 0x4
    // POSITION DESCRIPTION:
    // 0        : Traffic light 0
    // 1        : Traffic light 1
    // POS = 0 --> Traffic light 0 --> 3 bits control locates at 3 last bit.
    //> MSB [x][x][x] [x] [G][Y][R] LSB
    // POS = 1 --> Traffic light 1 --> 3 bits control loacates from 5th bit down
    // to 3rd bit. > MSB [x][x][G][Y] [R][x][x][x] LSB
    if (POS)
        CODE = (CODE << 3)&0x38;
    // NOTE: MASK = 0011_1000 in BIN equiv 0x38 in HEX
    switch (CODE) {
    case 0x01: //0000_0001
        RED0 = 1, YELLOW0 = 0, GREEN0 = 0, STATE_0 = RED;
        break;
    case 0x02: //0000_0010
        RED0 = 0, YELLOW0 = 1, GREEN0 = 0, STATE_0 = YELLOW;
        break;
    case 0x04: //0000_0100
        RED0 = 0, YELLOW0 = 0, GREEN0 = 1, STATE_0 = GREEN;
        break;
    case 0x08: //0000_1000
        RED1 = 1, YELLOW1 = 0, GREEN1 = 0, STATE_1 = RED;
        break;
    case 0x10: //0001_0000
        RED1 = 0, YELLOW1 = 1, GREEN1 = 0, STATE_1 = YELLOW;
        break;
    case 0x20: //0010_0000
        RED1 = 0, YELLOW1 = 0, GREEN1 = 1, STATE_1 = GREEN;
        break;
    }
}

UINT GET_STATE(UINT POS){
    return (POS)?(STATE_1):(STATE_0);
}

void SET_STATE(UINT CODE) {
    if (CODE == RED) {
        if (GET_STATE(0) == YELLOW) {
            SET_TRAFFIC_LIGHT(0, RED);
            SET_TRAFFIC_LIGHT(1, GREEN);
        }
        elif (GET_STATE(0) == GREEN) {
            while (COUNT_0) {

```

	<pre>        DISPLAY_LED();         DECREASE_ONE(COUNT_0);         DECREASE_ONE(COUNT_1);     }     SET_TRAFFIC_LIGHT(0, YELLOW);     SET_TRAFFIC_LIGHT(1, RED);     COUNT_0 = YELLOW_T;     while (COUNT_0) {         DISPLAY_LED();         DECREASE_ONE(COUNT_0);         DECREASE_ONE(COUNT_1);     }     SET_TRAFFIC_LIGHT(0, RED);     SET_TRAFFIC_LIGHT(1, GREEN); } } if (CODE == GREEN) {     if (GET_STATE(0) == YELLOW) {         SET_TRAFFIC_LIGHT(0, GREEN);         SET_TRAFFIC_LIGHT(1, RED);     }     elif (GET_STATE(0) == RED) {         while (COUNT_1) {             DISPLAY_LED();             DECREASE_ONE(COUNT_0);             DECREASE_ONE(COUNT_1);         }         COUNT_1 = YELLOW_T;         SET_TRAFFIC_LIGHT(0, RED);         SET_TRAFFIC_LIGHT(1, YELLOW);         while (COUNT_1) {             DISPLAY_LED();             DECREASE_ONE(COUNT_0);             DECREASE_ONE(COUNT_1);         }         SET_TRAFFIC_LIGHT(0, GREEN);         SET_TRAFFIC_LIGHT(1, RED);     } } }  void INITIAL(){     /*Set initial state*/     SET_TRAFFIC_LIGHT(0, YELLOW);     SET_TRAFFIC_LIGHT(1, YELLOW);     COUNT_0 = 0x0;     COUNT_1 = 0x0;     LED = DIGIT_CODE[LED_OFF];     GND0 = GND1 = GND2 = 0; }  // #endif</pre>
--	---

main.c

main.c	<pre>#include "main.h"  void main(){      INITIAL();     SET_YELLOW_TIMER(5);     SET_RED_GREEN_TIMER(17);     SET_DISPLAY_PERIOD(12);      while ( 0x1 ){         if(!AUTO_MANUAL() ){             SET_STATE(RED);             SET_TIMER(0);             SET_STATE(GREEN);             SET_TIMER(1);         }else{             STOP_COUNT();             while( !AUTO_MANUAL() == 0x0 ){                 SET_STATE(RED_GREEN());                 GND0 = 1; GND1 = 1; GND2 = 0; SET_LED(DIGIT(0));                 DELAY(SINGLE_LED_DISPLAY_T);                 GND0 = 1; GND1 = 1; GND2 = 1; SET_LED(DIGIT(1));                 DELAY(SINGLE_LED_DISPLAY_T);             }         }     } }</pre>
--------	--



BÀI THỰC HÀNH 5 – LỊCH VẠN NIÊN

base\_lib.h

base_lib.h	<pre>#ifndef _BASE_LIB_H_ #define _BASE_LIB_H_  #ifdef elif #define elif else if #endif  #ifdef DECREASE_ONE #define DECREASE_ONE(VAR) VAR = (VAR&gt;0?(VAR-1):VAR) #endif  #ifdef FOR #define FOR(i, a, b) for(i = (a); i &lt;= (b); ++i) #endif  #ifdef FOR_reverse #define FOR_reverse(i, a, b) for(i = (a); i &gt;= (b); --i) #endif  typedef unsigned char ubyte; typedef unsigned int uint ;  static void delay_us(uint t){     uint i = 0;     for(i = 0; i &lt; t; i = i + 1){         // do nothin'     } }  static void delay_ms(uint t){     uint i = 0;     for(i = 0; i &lt; t*12; i = i + 1){         // do nothin'     } }  enum enum_STATE{ LOW  = 0, HIGH = 1 }; #endif</pre>
------------	--

ThreeWiresProtocol.h

ThreeWiresProtocol.h	<pre>/*     Project: Communicate with real-time DS1302 using Three Wires Protocol     Header-File title: Three Wires Protocol     Author: Ngxx.fus     Based on: DS1302-DATASHEET-DOWNLOAD.pdf     Note: This header built for '8051 PRO' kit, to re-use the header file,           you need to edit CE, SCLK, IO pin and check the algorithm before use! */  #ifndef _THREE_WIRES_PROTOCOL_H_ #define _THREE_WIRES_PROTOCOL_H_  #include &lt;REGX52.h&gt; #include "base_lib.h"  // type define: "unsigned int" -&gt; "uint" // typedef unsigned int uint;  sbit CE = P3^5; sbit SCLK = P3^6; sbit IO = P3^4;  ubyte T_PEAK = 0; ubyte IDLE_T = 0; ubyte READ_T = 0;  #define LH_MONO_PULSE(x) x = LOW; delay_us(T_PEAK); x = HIGH; delay_us(T_PEAK); #define HL_MONO_PULSE(x) x = HIGH; delay_us(T_PEAK); x = LOW; delay_us(T_PEAK);  void single_byte_write(ubyte cmd, ubyte byte_data){     ubyte nCLK = 0;     //wait for sth un-finished to be finished :v     delay_us(IDLE_T);     //start communication     CE = HIGH; SCLK = LOW;     //wait for sth un-finished to be finished :v     delay_us(T_PEAK);</pre>
----------------------	--

	<pre>// send cmd in 8 rasing edges for(nCLK = 1; nCLK &lt;= 8; nCLK++){     IO = (cmd&amp;0x1);     HL_MONO_PULSE(SCLK);     cmd = (cmd&gt;&gt;1); } // send byte_data in 8 rasing edges for(nCLK = 1; nCLK &lt;= 8; nCLK++){     IO = (byte_data&amp;0x1);     HL_MONO_PULSE(SCLK);     byte_data &gt;&gt;= 1; }  //End write process CE = LOW; }  ubyte single_byte_read(ubyte cmd){     ubyte nCLK;     ubyte byte_data = 0, bit_data = 0;     //wait for sth un-finished to be done :v     delay_us(IDLE_T);     //starting communication     CE = HIGH;SCLK = LOW;     delay_us(T_PEAK);     //Send command at 8 rasing edge     for(nCLK = 1; nCLK &lt;= 7; nCLK++){         IO = (cmd&amp;0x1);         HL_MONO_PULSE(SCLK);         cmd = (cmd&gt;&gt;1);     }     // 8th rasing edge     IO = (cmd&amp;0x1);     SCLK = HIGH; delay_us(T_PEAK);     //Receiving byte_data at 8 falling edge following     for(nCLK = 0; nCLK &lt;= 7; nCLK++){         SCLK = LOW; delay_us(READ_T);         bit_data = IO;         byte_data = byte_data ((bit_data&amp;0x1)&lt;&lt;nCLK);         delay_us(T_PEAK-READ_T);         SCLK = HIGH; delay_us(T_PEAK);     }      //End write process     CE = LOW;     return byte_data; }  void ThreeWiresProtocol_Initial(){     IO = LOW;     SCLK = LOW;     CE = LOW; }  #endif</pre>
--	--

DS1302.h

DS1302.h	<pre>/*     Project: Communicate with real-time DS1302 using Three Wires Protocol     Header-File title: DS1302     Author: Ngxx.fus     Based on: DS1302-DATASHEET-DOWNLOAD.pdf     Note: For more functions, pls read DS1302 datasheet and change the cmd, addr. */ #ifndef _DS1302_H_ #define _DS1302_H_  #include "base_lib.h" #include "ThreeWiresProtocol.h"  //typedef unsigned int uint;  enum enum_DAY{MON = 0, TUE, WED, THU, FRI, SAT, SUN};  #define ds1302_unlock_reg() single_byte_write(0x8E, 0x0)  typedef struct TIME{     uint DAY; // mon, tue, wed, thu, ...</pre>
----------	--

```

uint DATE;
uint MONTH;
uint YEAR;
uint HOUR;
uint MINUTE;
uint SECOND;
} TIME;

/*
Read time from DS1302
SEL:
MSB ... x x x x x x x LSB
      day year mon date hour min sec
x = 1: Choose
x = 0: Skip
*/
void dsl302_read_time(TIME* time, uint SEL){
    uint x10, x1, byte_data, AM_PM;
    //second
    if(SEL&0x1){
        dsl302_unlock_reg();
        byte_data = single_byte_read(0x81);
        x10 = ((byte_data & 0x70) >> 4)*10;
        x1 = (byte_data & 0x0F);
        time->SECOND = x1 + x10;
    }
    //minute
    if(SEL&0x2){
        dsl302_unlock_reg();
        byte_data = single_byte_read(0x83);
        x10 = ((byte_data & 0x70) >> 4)*10;
        x1 = (byte_data & 0x0F);
        time->MINUTE = x10 + x1;
    }
    //hour
    if(SEL&0x4){
        dsl302_unlock_reg();
        byte_data = single_byte_read(0x85);
        if( (byte_data & 0x80) == HIGH){
            //12-hour mode
            x10 = ((byte_data & 0x10)>>4)*10;
            x1 = (byte_data & 0x0F);
            AM_PM = (byte_data&0x20)>>5;
            time->HOUR = x10 + x1 + AM_PM * 12;
        }else{
            //24-hour mode
            uint x10 = ((byte_data & 0x30)>>4)*10;
            uint x1 = (byte_data & 0x0F);
            time->HOUR = x10 + x1;
        }
    }
    //date
    if(SEL&0x10){
        dsl302_unlock_reg();
        byte_data = single_byte_read(0x87);
        x10 = ((byte_data&0x30)>>4)*10;
        x1 = (byte_data&0x0F);
        time->DATE = x10 + x1;
    }
    //month
    if(SEL&0x20){
        dsl302_unlock_reg();
        byte_data = single_byte_read(0x89);
        x10 = ((byte_data&0x10)>>4)*10;
        x1 = (byte_data&0x0F);
        time->MONTH = x10 + x1;
    }
    //year
    if(SEL&0x40){
        dsl302_unlock_reg();
        byte_data = single_byte_read(0x87);
        x10 = ((byte_data&0xF0)>>4)*10;
        x1 = (byte_data&0x0F);
        time->YEAR = x10 + x1;
    }
}

void dsl302_write_time(TIME* const time, uint SEL){
    uint x10 = 0, x1 = 0, byte_data = 0;
    //second
    if(SEL&0x1){

```

	<pre>x10 = ((*time).SECOND)/10%10; x1  = ((*time).SECOND)%10; byte_data = (x10&lt;&lt;4) + x1; dsl302_unlock_reg(); single_byte_write(0x80, byte_data); } //minute if (SEL&amp;0x2){     x10 = ((time-&gt;MINUTE)/10)%10;     x1  = (time-&gt;MINUTE)%10;     byte_data = (x10&lt;&lt;4) + x1;     dsl302_unlock_reg();     single_byte_write(0x82, byte_data); } //hour if (SEL&amp;0x4){     x10 = ((time-&gt;HOUR)/10)%10;     x1  = (time-&gt;HOUR)%10;     byte_data = (x10&lt;&lt;4) + x1;     dsl302_unlock_reg();     single_byte_write(0x84, byte_data); } //date if (SEL&amp;0x8){     x10 = ((time-&gt;DATE)/10)%10;     x1  = (time-&gt;DATE)%10;     byte_data = (x10&lt;&lt;4) + x1;     dsl302_unlock_reg();     single_byte_write(0x86, byte_data); } //month if (SEL&amp;0x10){     x10 = ((time-&gt;MONTH)/10)%10;     x1  = (time-&gt;MONTH)%10;     byte_data = (x10&lt;&lt;4) + x1;     dsl302_unlock_reg();     single_byte_write(0x88, byte_data); } //year if (SEL&amp;0x20){     x10 = ((time-&gt;YEAR)/10)%10;     x1  = (time-&gt;YEAR)%10;     byte_data = (x10&lt;&lt;4) + x1;     dsl302_unlock_reg();     single_byte_write(0x9C, byte_data); } //day if (SEL&amp;0x40){     x1  = (time-&gt;DAY)%10;     dsl302_unlock_reg();     single_byte_write(0x9A, x1); } }  void dsl302_initial(){     ThreeWiresProtocol_Initial(); } #endif</pre>
--	---

Calendar\_OnKit.h

Calendar_OnKit.h	<pre>#ifndef _CALENDAR_ONKIT_H_ #define _CALENDAR_ONKIT_H_  #include "base_lib.h" #include "DS1302.h" #include "LED7Seg_OnKit.h" #include "ThreeWiresProtocol.h"  #define A_DIGIT 0x77 #define P_DIGIT 0x73  #define VIEW_DATE 0x0 #define VIEW_TIME 0x1 #define SETTING_DATE 0x2 #define SETTING_TIME 0x3  sbit TRIGGER0 = P3^2;</pre>
------------------	---

```

sbit TRIGGER1 = P3^3;

ubyte MODE = VIEW_TIME;
ubyte EDIT_POS = 1;
ubyte F_EXIT = 0;

TIME time;

void HHMMSS_disp(){
    dsl302_read_time(&time, 0x7);
    LED[7] = DIGIT_CODE[(time.HOUR/10)%10];
    LED[6] = DIGIT_CODE[time.HOUR%10];
    LED[5] = 0x40;
    LED[4] = DIGIT_CODE[(time.MINUTE/10)%10];
    LED[3] = DIGIT_CODE[time.MINUTE%10];
    LED[2] = 0x40;
    LED[1] = DIGIT_CODE[(time.SECOND/10)%10];
    LED[0] = DIGIT_CODE[time.SECOND%10];
    DISP = 1;
    Disp8leds7seg();
}

void YYMMDD_disp(){
    dsl302_read_time(&time, 0x38);
    LED[7] = DIGIT_CODE[(time.YEAR/10)%10];
    LED[6] = DIGIT_CODE[time.YEAR%10];
    LED[5] = 0x40;
    LED[4] = DIGIT_CODE[(time.MONTH/10)%10];
    LED[3] = DIGIT_CODE[time.MONTH%10];
    LED[2] = 0x40;
    LED[1] = DIGIT_CODE[(time.DATE/10)%10];
    LED[0] = DIGIT_CODE[time.DATE%10];
    DISP = 1;
    Disp8leds7seg();
}

void calendar_disp(){
    switch (MODE) {
        case VIEW_TIME:
            HHMMSS_disp();
            break;
        case VIEW_DATE:
            YYMMDD_disp();
            break;
    }
}

void calendar_initial(){
    EA = 1; EX0 = 1; IT0 = 1;
    dsl302_initial();
    time.SECOND = 0;
    time.MINUTE = 30;
    time.HOUR = 10;
    time.DAY = TUE;
    time.DATE = 1;
    time.MONTH = 9;
    time.YEAR = 24;
    dsl302_write_time(&time, 0x7F);
    set_disp_freq(48);
}

void Interrupt0_Action(void) interrupt 0 {
    MODE=(MODE+1)%2;
    DISP = 0;
}

#endif

```



main.c

main.c	<pre>#include "Calendar_OnKit.h"  void main(void){     calendar_initial();     while(0x1){         calendar_disp();     } }</pre>
--------	---

## BÀI THỰC HÀNH 6 – ĐIỀU KHIỂN 03 THIẾT BỊ

Điều khiển 03 thiết bị thông qua điều khiển và ma trận nút nhấn.

### Base\_Lib.h

Base\_Lib.h

```
/*
    Note:
        Base_Lib.h is a lib that include all define, typedef,
        base function, ... It can be reused in many following project.
    Autor:
        Nguyen Thanh Phu
    Version:
        0.0.2
*/

#ifndef _BASE_LIB_H_
#define _BASE_LIB_H_

#ifndef elif
#define elif else if
#endif
#ifndef DECREASE_ONE
#define DECREASE_ONE(VAR) VAR = (VAR>0?(VAR-1):VAR)
#endif
#ifndef REP
#define REP(i, a, b) for(i = (a); i <= (b); ++i)
#endif
#ifndef REV
#define REV(i, a, b) for(i = (a); i >= (b); --i)
#endif

typedef unsigned char uint8;
typedef unsigned int uint32;
typedef char int8;
typedef int int32;

enum enum_STATE{ LOW = 0, HIGH = 1 };
enum enum_ENABLE{ DISABLE=0, ENABLE, START,
    STOP, MODE_16BIT, RESET
};

static void delay_us(uint32 us){
    uint32 i = 0;
    for(i = 0; i < us; i = i + 1){
        // do nothin'
    }
}

void delay_ms(uint32 ms){
    uint32 i = 0;
    for(i = 0; i < ms*12; i = i + 1){
        // do nothin'
    }
}

void eINT0_CTL(uint8 CONFIG){
    if( CONFIG == ENABLE){
        EX0 = 1;
        IT0 = 1;
    }
    if( CONFIG == DISABLE){
        EX0 = 0;
        IT0 = 1;
    }
}

void eINT1_CTL(uint8 CONFIG){
    if( CONFIG == ENABLE){
        // Configure INT1 falling edge interrupt
        IT1 = 1;
        // Enable the INT1 External Interrupt
        EX1 = 1;
    }
    if( CONFIG == DISABLE){
        // Configure INT1 falling edge interrupt
        IT1 = 0;
        // Enable the INT1 External Interrupt
        EX1 = 0;
    }
}
```

```
}

#define RESET_TH 0xFC
#define RESET_TL 0x67
void TIMER0_CTL(uint8 CONFIG){
    switch (CONFIG) {
        case ENABLE:
            ET0 = 1;          return;
        case DISABLE:
            ET0 = 0;          return;
        case RESET:
            TL0 = RESET_TL;
            TH0 = RESET_TH;    return;
        case START:
            TR0 = 1;          return;
        case STOP:
            TR0 = 0;          return;
        case MODE_16BIT:
            TMOD = TMOD|0x01;  return;
    }
}

#define GLOBAL_INT(CONFIG) EA=(CONFIG==ENABLE)?(1):(0)

#endif
```

LED7Seg\_OnKit.h

LED7Seg\_OnKit.h

```
//version: 0.1.3
//----- Include -----
#ifndef _LED7SEG_ONKIT_H_
#define _LED7SEG_ONKIT_H_
#include <REGX52.h>
// Thư viện cơ sở cho AT89C52
#include "Base_Lib.h"

//----- Macros -----

//Định nghĩa lại kiểu dữ liệu
typedef unsigned int  uint;

//Các chân chọn vị trí LED.
sbit GND0 = P2^2;
sbit GND1 = P2^3;
sbit GND2 = P2^4;

//Chân điều khiển từng LED trong LED7seg
#define LED_7SEG P0

const uint8 DIGIT_CODE[] = {0X3F, 0X06, 0X5B, 0X4F, 0X66, 0X6D,
                             0X7D, 0X07, 0X7F, 0X6F, /*A*/0x77, 0xFC,
                             0x58, 0x5E, 0x79, 0x71};

uint8 LED[8] = {0, 0, 0, 0, 0, 0, 0, 0};

/*
    8   7   6   5   4   3   2   1
   ┌───┴───┐
   │   │   │   │   │   │   │   │
   │   │   │   │   │   │   │   │
   └───┬───┘
Hàm này sẽ chọn LED ở vị trí POS, mã hiển thị là CODE.
VD: Hiển thị số "1", CODE = 0x06
*/
void led7seg_disp(uint8 POS, uint8 CODE){
    switch (POS) {
        case 0x1:
            { GND0 = 0; GND1 = 0; GND2 = 0; LED_7SEG = CODE; return;}
        case 0x2:
            { GND0 = 1; GND1 = 0; GND2 = 0; LED_7SEG = CODE; return;}
        case 0x3:
            { GND0 = 0; GND1 = 1; GND2 = 0; LED_7SEG = CODE; return;}
        case 0x4:
            { GND0 = 1; GND1 = 1; GND2 = 0; LED_7SEG = CODE; return;}
        case 0x5:
            { GND0 = 0; GND1 = 0; GND2 = 1; LED_7SEG = CODE; return;}
        case 0x6:
```

```
        { GND0 = 1; GND1 = 0; GND2 = 1; LED_7SEG = CODE; return;}
    case 0x7:
        { GND0 = 0; GND1 = 1; GND2 = 1; LED_7SEG = CODE; return;}
    case 0x8:
        { GND0 = 1; GND1 = 1; GND2 = 1; LED_7SEG = CODE; return;}
    default:
        LED_7SEG = 0x0;
    }
}

/*
Hiển thị trong ms_disp_t cả 8 LED7Seg.
Nội dung hiển thị của LED thứ i tùy thuộc vào
giá trị chứa trong LED[i].

Giới hạn:
hz_freq = 24 Hz --> 100Hz
ms_disp_t = 50 ms --> 2500 ms

*/
void Disp8leds7seg(uint32 ms_disp_t){
    uint8 i = 0;
    uint32 j = 0;
    REP(j, 1, ms_disp_t)
        REP(i, 0, 7){
            led7seg_disp(i+1, LED[i]);
            delay_us(5);
            LED_7SEG = 0x0;
        }
}

#endif
```

IR\_Reading.h

IR\_Reading.h

```
#ifndef _IF_READING_
#define _IF_READING_

#include "REGX52.h"
#include "Base_Lib.h"
#include "Matrix_Button.h"

/*
Refs:
https://embeddedflakes.com/interrupt-handling-in-8051/
https://exploreembedded.com/wiki/NEC\_IR\_Remote\_Control\_Interface\_with\_8051
https://embeddedflakes.com/8051-timers-vs-counters/
https://exploreembedded.com/wiki/6.8051\_Interrupts
*/

/*
Delay computation:
System specifications:
    Clock Freq  = 11.0592 Mhz
                = 11059200 Hz
                = 11059200 clock_period/second
    ---> Clock period = 1/11059200
    Machine Cycle = 12clock_period
Computation:
    16bit -> Max value of timer: (2<<16)-1 = 65535
    Delay=lms <-> 0.001second * 11059200(clock_period/second)
                <-> 11059.2 clock_period.
    Bcz the machine_cycle = 12 clock_period
    So
    Delay=lms <-> 11059.2clock_period / 12clock_period
                <-> 921.6 machine_cycle (e.g ADD)
                <-> count from 64615 -> 65535
                <-> count from 0xFC67 -> 0xFFFF
    Keep in mind that 16bit counter mode has been devide into
    2 registers 4bit call 8bit HIGH (TH0) and 8bit LOW (TL0).
*/

/*
    To count the number of mili-second, we use Overflow Timer Interrupt.
    It means when you count to 0xFFFF (16bit counter mode), and continue count up,
    TF0 is set to HIGH, and Overflow Timer 0 Interrupt function is called. We
    at this time increase one into mili-second counter variable.
*/
```

```

/*
    When a key is pressed on the remote controller, the message transmitted
    consists of the following, in order:
        A 9ms leading pulse burst (16 times the pulse burst length used for
        a logical data bit)
        A 4.5ms space
        The 8-bit address for the receiving device
        The 8-bit logical inverse of the address
        The 8-bit command
        The 8-bit logical inverse of the command
        A final 562.5µs pulse burst to signify the end of message transmission.
*/

/*
NEC IR Remote Codes (Size: 3bytes data)
0xFFA25D: CH-
0xFF629D: CH
0xFFE21D: CH+
0xFF22DD: PREV
0xFF02FD: NEXT
0xFFC23D: PLAY/PAUSE
0xFFE01F: VOL-
0xFFA857: VOL+
0xFF906F: EQ
0xFF6897: 0
0xFF9867: 100+
0xFFB04F: 200+
0xFF30CF: 1
0xFF18E7: 2
0xFF7A85: 3
0xFF10EF: 4
0xFF38C7: 5
0xFF5AA5: 6
0xFF42BD: 7
0xFF4AB5: 8
0xFF52AD: 9
*****/

// Reset timer at 0xFC67
#define PUSH_BIT_1() buffer |= (uint32)1 << (31 - negedge_count);
#define PUSH_BIT_0() /*do nothing*/;
#define RESET_BUFFER() buffer = 0;
#define EXTRACT_FRAME() data_frame = buffer; buffer = 0; negedge_count = 0;

// Based on the diagram of "8051 Pro" Kit
sbit IR_RCV_PIN = P3^2;
sbit IndicatorLED = P2^7;
sbit DataRcv = P2^6;
sbit FrameExtracted = P2^5;
sbit MR = P2^4;
sbit L0 = P2^0;
sbit L1 = P2^1;
sbit L2 = P2^2;
// Final data_frame
uint32 data_frame = 0;
// Temporary storing unfinished data-frame while receiving.
uint32 buffer = 0;
// Mili-second count
uint8 ms_count = 0;
// bit-count
int8 negedge_count = 0;
//Manual_Remote
enum enum_MR{ MANUAL=0, REMOTE=1 };
uint8 manual_remote = REMOTE;

void IR_Reading_Initial(){
    IndicatorLED = 1;
    DataRcv = 1;
    buffer = 0;
    data_frame = 0;
    negedge_count = 0;
    GLOBAL_INT(ENABLE);
    eINT0_CTL(ENABLE);
    eINT1_CTL(ENABLE);
    TIMER0_CTL(ENABLE);
    TIMER0_CTL(MODE_16BIT);
    TIMER0_CTL(START);
    TIMER0_CTL(RESET);
}

```

```

//Yeah, this function need to declare in main.h
//but, merge into IR_Reading.h for reducing
//working tree
void Initial(){
    // Run initial
    IR_Reading_Initial();
    // SET all LED-7seg OFF by set a->g = L.
    P0 = 0;
    // SET all LED OFF by set Port 2 = H.
    P2 = 0xFF;
}

void LED_Show(uint32 CODE){

    switch (CODE) {
        case 0xFF30CF:
            L0 = ~L0;
            break;
        case 0xFF18E7:
            L1 = ~L1;
            break;
        case 0xFF7A85:
            L2 = ~L2;
            break;
        default:
            P2 = 0xFF;
    }
}

void Timer0_OverFlow_Interrupt() interrupt 1 {
    IndicatorLED = ~IndicatorLED;
    TIMERO_CTL(RESET);
    //A data-frame isn't longer than 67.5mili-sec.
    if(ms_count<67) ms_count = ms_count + 1;
}

void External1_Interrupt() interrupt 2 {
    //Toggle mode
    manual_remote = (manual_remote==MANUAL)?(REMOTE):(MANUAL);
    MR = manual_remote;
}

void Manual_Control(){
    uint32 btn_matrix = 0;
    if(manual_remote == MANUAL){
        btn_matrix = Get_BTN_MATRIX();
        if(btn_matrix & 0x2)
            L0 = ~L0;
        if(btn_matrix & 0x40)
            L1 = ~L1;
        if(btn_matrix & 0x800)
            L2 = ~L2;
        //Prevent continuos toggle stata :v
        while( btn_matrix == Get_BTN_MATRIX())
            delay_us(1000);
    }
}

void External0_Interrupt() interrupt 0 {
    uint32 current_mscount = 0;

    if(manual_remote == MANUAL) return;

    current_mscount = ms_count;
    TIMERO_CTL(RESET);
    ms_count=0;
    negedge_count +=1;
    DataRcv = ~DataRcv;
    // this neg-edge by SOF (start of frame)?
    if(current_mscount >= 67){
        negedge_count = -2;
        RESET_BUFFER();
    }else{
        if( negedge_count < 0)
            /*Do nothing, skip this neg-edge*/;
        if(0 <= negedge_count && negedge_count <= 31){
            if( current_mscount >= 2){
                PUSH_BIT_1();
            }else{
                PUSH_BIT_0();
            }
        }else if(negedge_count >= 32){

```

	<pre>        EXTRACT_FRAME();         FrameExtracted=0;         delay_ms(1000);         LED_Show(data_frame);         FrameExtracted=1;     } }  #endif</pre>
--	---

**main.c**

main.c	<pre>#include "IR_Reading.h"  void main(void){     Initial();     while(0x1){         Manual_Control();     } }</pre>
--------	---

## BÀI THỰC HÀNH 7 – NHÀ THÔNG MINH 1

Điều khiển 03 thiết bị, trong đó có

- 01 thiết bị có thể điều khiển từ xa bằng hồng ngoại.
- 01 thiết bị có thể hẹn giờ tắt/bật.
- 01 thiết bị có thể tắt/bật tự động theo ánh sáng.

### Utilities.h

Utilities.h

```
/*
    Note:
        From 10/11/2024, base_lib.h/Base_Lib.h has been changed to Utilities.h
        Utilities.h.h is a lib that include all define, typedef,
        base function, ... It can be reused in many following project.
    Autor:
        Nguyen Thanh Phu
    Version:
        0.1.5
*/
#ifndef UTILITIES_H
#define UTILITIES_H

#include <REGX52.h>

#define elif else if
#define DECREASE_ONE(VAR) VAR = (VAR>0?(VAR-1):VAR)
#define REP(i, a, b) for(i = (a); i <= (b); ++i)
#define REV(i, a, b) for(i = (a); i >= (b); --i)
#define true 0x1
#define false 0x0
#define bool uint8
#define min_val(A, B) (((A)<(B))?(A):(B))
#define max_val(A, B) (((A)>(B))?(A):(B))
#define nth_bit(num, k) (num&(1<<(k))) //check n-th bit is 1-bit or 0-bit
#define bool_casting(x) ((x)?(1):(0))

typedef unsigned char    uint8;
typedef unsigned short   uint16;
typedef unsigned int     uint32;
typedef char             int8;
typedef short            int16;
typedef int              int32;

enum enum_STATE_1{ ON  = 0, OFF = 1, NONE = 255 };
enum enum_STATE_2{ LOW  = 0, HIGH = 1, Z = 255 };
enum enum_ENABLE{ DISABLE=0, ENABLE, START,
    STOP, MODE_16BIT, RESET
};

static void delay_us(uint32 us){
    uint32 i = 0;
    for(i = 0; i < us; i = i + 1){
        // do nothin'
    }
}

void delay_ms(uint32 ms){
    uint32 i = 0;
    uint32 j = 0;
    for(i = 0; i < ms*19; i = i + 1){
        // do nothin'
    }
}

void eINT0_CTL(uint8 CONFIG){
    if( CONFIG == ENABLE){
        EX0 = 1;
        IT0 = 1;
    }
    if( CONFIG == DISABLE){
        EX0 = 0;
        IT0 = 0;
    }
}

// void eINT1_CTL(uint8 CONFIG){
//     if( CONFIG == ENABLE){
```



```

//          // Configure INT1 falling edge interrupt
//          IT1 = 1;
//          // Enable the INT1 External Interrupt
//          EX1 = 1;
//      }
//      if( CONFIG == DISABLE){
//          // Configure INT1 falling edge interrupt
//          IT1 = 0;
//          // Enable the INT1 External Interrupt
//          EX1 = 0;
//      }
// }

#define RESET_TH 0xFC
#define RESET_TL 0x67
void TIMER0_CTL(uint8 CONFIG){
    switch (CONFIG) {
        case ENABLE:
            ET0 = 1;          return;
        case DISABLE:
            ET0 = 0;          return;
        case RESET:
            TLO = RESET_TL;
            TH0 = RESET_TH;    return;
        case START:
            TR0 = 1;          return;
        case STOP:
            TR0 = 0;          return;
        case MODE_16BIT:
            TMOD = TMOD|0x01; return;
    }
}

// #define GLOBAL_INT(CONFIG)
void GLOBAL_INT(uint8 CONFIG){
    EA=(CONFIG==ENABLE)?(1):(0);
}

#endif

```

## Time.h

Time.h

```

#ifndef _TIME_H_
#define _TIME_H_

#include "Utilities.h"

#ifndef _STRUCT_TIME_
#define _STRUCT_TIME_
typedef struct TIME{
    uint8 DAY; // mon, tue, wed, thu, ...
    uint8 DATE;
    uint8 MONTH;
    uint8 YEAR;
    uint8 HOUR;
    uint8 MINUTE;
    uint8 SECOND;
} TIME;
#endif

// uint8 time_copy(TIME* scr, TIME* dest, uint8 mask){
//     if((mask&0x1)!=0) dest->SECOND = scr->SECOND;
//     if((mask&0x2)!=0) dest->MINUTE = scr->MINUTE;
//     if((mask&0x4)!=0) dest->HOUR = scr->HOUR;
//     if((mask&0x8)!=0) dest->DATE = scr->DATE;
//     if((mask&0x10)!=0) dest->MONTH = scr->MONTH;
//     if((mask&0x20)!=0) dest->YEAR = scr->YEAR;
// }

uint8 time_equal_cmp(TIME a, TIME b, uint8 mask){
    if( ((mask&0x1)!=0) && (a.SECOND!=b.SECOND) )
        return false;
    if( ((mask&0x2)!=0) && (a.MINUTE!=b.MINUTE) )
        return false;
    if( ((mask&0x4)!=0) && (a.HOUR!=b.HOUR) )
        return false;
    if( ((mask&0x8)!=0) && (a.DATE!=b.DATE) )
        return false;
}

```

	<pre>        if( ((mask&amp;0x10)!=0) &amp;&amp; (a.MONTH!=b.MONTH) )             return false;         if( ((mask&amp;0x20)!=0) &amp;&amp; (a.YEAR!=b.YEAR) )             return false;         return true;     }  #endif</pre>
--	---

XPT2046.h

XPT2046.h	<pre>#ifndef __XPT2046_H_ #define __XPT2046_H_  #include "Utilities.h"  sbit D_OUT = P3^7; sbit D_IN  = P3^4; sbit S_CLK = P3^6; sbit C_S   = P3^5;  void SPI_Initial(void) {     S_CLK = 0;     C_S   = 1;     D_IN  = 1;     S_CLK = 1;     C_S   = 0; }  void SPI_Write(uint8 __data) {     uint8 i;     S_CLK = 0;     for(i=0; i&lt;8; i++)     {         D_IN = __data &gt;&gt; 7;         __data &lt;&lt;= 1;         S_CLK = 0;         delay_us(5);         S_CLK = 1;     } }  uint32 SPI_Read(void) {     uint32 i, __data=0;     S_CLK = 0;     for(i=0; i&lt;12; i++)     {         __data &lt;&lt;= 1;          S_CLK = 1;         S_CLK = 0;          __data  = D_OUT;     }     return __data; }  uint32 Read_AD_Data(uint8 __command) {     uint8 i;     uint32 AD_Value;     S_CLK = 0;     C_S   = 0;     SPI_Write(__command);     for(i=6; i&gt;0; i--);     S_CLK = 1;     S_CLK = 0;     AD_Value=SPI_Read();     C_S   = 1;     return AD_Value; }</pre>
-----------	--

	<pre>}  #endif</pre>
--	----------------------

ThreeWiresProtocol.h

ThreeWiresProtocol.h	<pre>/*    Project: Communicate with real-time DS1302 using Three Wires Protocol    Header-File title: Three Wires Protocol    Author: Ngxx.fus    Based on: DS1302-DATASHEET-DOWNLOAD.pdf    Note: This header built for '8051 PRO' kit, to re-use the header file,          you need to edit CE, SCLK, IO pin and check the algorithm before use! */  #ifndef _THREE_WIRES_PROTOCOL_H_ #define _THREE_WIRES_PROTOCOL_H_  #include "Utilities.h"  // type define: "unsigned int" -&gt; "uint" // typedef unsigned int uint;  sbit CE = P3^5; sbit SCLK = P3^6; sbit IO = P3^4;  uint8 T_PEAK = 0; uint8 IDLE_T = 0; uint8 READ_T = 0;  #define LH_MONO_PULSE(x) x = LOW; delay_us(T_PEAK); x = HIGH; delay_us(T_PEAK); #define HL_MONO_PULSE(x) x = HIGH; delay_us(T_PEAK); x = LOW; delay_us(T_PEAK);  void single_byte_write(uint8 cmd, uint8 byte_data){     uint8 nCLK = 0;     //wait for sth un-finished to be finished :v     delay_us(IDLE_T);     //start communication     CE = HIGH; SCLK = LOW;     //wait for sth un-finished to be finished :v     delay_us(T_PEAK);     // send cmd in 8 rasing edges     for(nCLK = 1; nCLK &lt;= 8; nCLK++){         IO = (cmd&amp;0x1);         HL_MONO_PULSE(SCLK);         cmd = (cmd&gt;&gt;1);     }     // send byte_data in 8 rasing edges     for(nCLK = 1; nCLK &lt;= 8; nCLK++){         IO = (byte_data&amp;0x1);         HL_MONO_PULSE(SCLK);         byte_data &gt;&gt;= 1;     }      //End write process     CE = LOW; }  uint8 single_byte_read(uint8 cmd){     uint8 nCLK;     uint8 byte_data = 0, bit_data = 0;     //wait for sth un-finished to be done :v     delay_us(IDLE_T);     //starting communication     CE = HIGH;SCLK = LOW;     delay_us(T_PEAK);     //Send command at 8 rasing edge     for(nCLK = 1; nCLK &lt;= 7; nCLK++){         IO = (cmd&amp;0x1);         HL_MONO_PULSE(SCLK);         cmd = (cmd&gt;&gt;1);     } }</pre>
----------------------	--

```
    }
    // 8th rasing edge
    IO = (cmd&0x1);
    SCLK = HIGH; delay_us(T_PEAK);
    //Receiving byte_data at 8 falling edge following
    for(nCLK = 0; nCLK <= 7; nCLK++){
        SCLK = LOW; delay_us(READ_T);
        bit_data = IO;
        byte_data = byte_data|((bit_data&0x1)<<nCLK);
        delay_us(T_PEAK-READ_T);
        SCLK = HIGH; delay_us(T_PEAK);
    }

    //End write process
    CE = LOW;
    return byte_data;
}

void ThreeWiresProtocol_Initial(){
    IO = LOW;
    SCLK = LOW;
    CE = LOW;
}

#endif
```

DS1302.h

DS1302.h

```
/*
Project: Communicate with real-time DS1302 using Three Wires Protocol
Header-File title: DS1302
Author: Ngxx.fus
Based on: DS1302-DATASHEET-DOWNLOAD.pdf
Note: For more functions, pls read DS1302 datasheet and change the cmd, addr.
*/
#ifndef _DS1302_H_
#define _DS1302_H_

#include "Time.h"
#include "Utilities.h"
#include "ThreeWiresProtocol.h"

//typedef unsigned int uint32;

enum enum_DAY{MON = 0, TUE, WED, THU, FRI, SAT, SUN};

#define ds1302_unlock_reg() single_byte_write(0x8E, 0x0)

/*
Read time from DS1302
mask:
MSB ... x x x x x x x LSB
      day year mon date hour min sec
x = 1: Choose
x = 0: Skip
*/
void DS1302_Read_Time(TIME* time, uint8 mask){
    uint8 x10, x1, byte_data, AM_PM;
    //second
    if(mask&0x1){
        ds1302_unlock_reg();
        byte_data = single_byte_read(0x81);
        x10 = ((byte_data & 0x70) >> 4)*10;
        x1 = (byte_data & 0x0F);
        time->SECOND = x1 + x10;
    }
    //minute
    if(mask&0x2){
        ds1302_unlock_reg();
        byte_data = single_byte_read(0x83);
        x10 = ((byte_data & 0x70) >> 4)*10;
        x1 = (byte_data & 0x0F);
        time->MINUTE = x10 + x1;
    }
    //hour
    if(mask&0x4){
        ds1302_unlock_reg();
        byte_data = single_byte_read(0x85);
```

```

        if( (byte_data & 0x80) == HIGH){
            //12-hour mode
            x10 = ((byte_data & 0x10)>>4)*10;
            x1 = (byte_data & 0x0F);
            AM_PM = (byte_data&0x20)>>5;
            time->HOURL = x10 + x1 + AM_PM * 12;
        }else{
            //24-hour mode
            uint8 x10 = ((byte_data & 0x30)>>4)*10;
            uint8 x1 = (byte_data & 0x0F);
            time->HOURL = x10 + x1;
        }
    }
    //date
    if(mask&0x8){
        ds1302_unlock_reg();
        byte_data = single_byte_read(0x87);
        x10 = ((byte_data&0x30)>>4)*10;
        x1 = (byte_data&0x0F);
        time->DATE = x10 + x1;
    }
    //month
    if(mask&0x10){
        ds1302_unlock_reg();
        byte_data = single_byte_read(0x89);
        x10 = ((byte_data&0x10)>>4)*10;
        x1 = (byte_data&0x0F);
        time->MONTH = x10 + x1;
    }
    //year
    if(mask&0x20){
        ds1302_unlock_reg();
        byte_data = single_byte_read(0x8D);
        x10 = ((byte_data&0xF0)>>4)*10;
        x1 = (byte_data&0x0F);
        time->YEAR = x10 + x1;
    }
    // //day
    // if(mask&0x40){
    //     x1 = (time->DAY)%10;
    //     ds1302_unlock_reg();
    //     single_byte_write(0x9A, x1);
    // }
}

void DS1302_Write_Time(TIME* const time, uint8 mask){
    uint8 x10 = 0, x1 = 0, byte_data = 0;
    //second
    if(mask&0x1){
        x10 = ((*time).SECOND)/10%10;
        x1 = ((*time).SECOND)%10;
        byte_data = (x10<<4) + x1;
        ds1302_unlock_reg();
        single_byte_write(0x80, byte_data);
    }
    //minute
    if(mask&0x2){
        x10 = ((time->MINUTE)/10)%10;
        x1 = (time->MINUTE)%10;
        byte_data = (x10<<4) + x1;
        ds1302_unlock_reg();
        single_byte_write(0x82, byte_data);
    }
    //hour
    if(mask&0x4){
        x10 = ((time->HOURL)/10)%10;
        x1 = (time->HOURL)%10;
        byte_data = (x10<<4) + x1;
        ds1302_unlock_reg();
        single_byte_write(0x84, byte_data);
    }
    //date
    if(mask&0x8){
        x10 = ((time->DATE)/10)%10;
        x1 = (time->DATE)%10;
        byte_data = (x10<<4) + x1;
        ds1302_unlock_reg();
        single_byte_write(0x86, byte_data);
    }
    //month
    if(mask&0x10){
        x10 = ((time->MONTH)/10)%10;
        x1 = (time->MONTH)%10;
    }
}

```

```
        byte_data = (x10<<4) + x1;
        ds1302_unlock_reg();
        single_byte_write(0x88, byte_data);
    }
    //year
    if(mask&0x20){
        x10 = ((time->YEAR)/10)%10;
        x1 = (time->YEAR)%10;
        byte_data = (x10<<4) + x1;
        ds1302_unlock_reg();
        single_byte_write(0x8C, byte_data);
    }
    //day
    if(mask&0x40){
        x1 = (time->DAY)%10;
        ds1302_unlock_reg();
        single_byte_write(0x9A, x1);
    }
}

void DS1302_Initial(){
    ThreeWiresProtocol_Initial();
}
#endif
```

IR\_Reading.h

IR\_Reading.h

```
#ifndef _IF_READING_
#define _IF_READING_

#include "Utilities.h"
#include "DS1302.h"
#include "LED7Seg_OnKit.h"
// #include "Matrix_Button.h"

/*
    Refs:
    https://embeddedflakes.com/interrupt-handling-in-8051/
    https://exploreembedded.com/wiki/NEC_IR_Remote_Control_Interface_with_8051
    https://embeddedflakes.com/8051-timers-vs-counters/
    https://exploreembedded.com/wiki/6.8051_Interrupts
*/

#define ON_OFF 0xA25D
#define MODE 0x629D
#define MUTE 0xE21D
#define PREV 0x02FD // PREV
#define NEXT 0xC23D // NEXT
#define PLAY_PAUSE 0x22DD // PLAY/PAUSE
#define VOL_DOWN 0xA857 // VOL-
#define VOL_UP 0x906F // VOL+
#define EQ 0xE01F // EQ
#define __0 0xFF6897 // 0
#define __1 0xFF30CF // 1
#define __2 0xFF18E7 // 2
#define __3 0xFF7A85 // 3
#define __4 0xFF10EF // 4
#define __5 0xFF38C7 // 5
#define __6 0xFF5AA5 // 6
#define __7 0xFF42BD // 7
#define __8 0xFF4AB5 // 8
#define __9 0xFF52AD // 9

// Reset timer at 0xFC67
#define PUSH_BIT_1() buffer |= (uint32)1<<(31-negedge_count);
#define PUSH_BIT_0() /*do nothing*/;
#define RESET_BUFFER() buffer=0;
#define EXTRACT_FRAME() data_frame=buffer; buffer = 0; negedge_count = 0;

// Based on the diagram of "8051 Pro" Kit
// sbit IR_RCV_PIN = P3^2;
// sbit IndicatorLED = P2^7;
// sbit DataRcv = P2^6;
```

```

sbit FrameExtracted = P2^0;
// sbit MR = P2^4;
// Final data_frame
uint32 data_frame = 0;
// Temporary storing unfinished data-frame while receiving.
uint32 buffer = 0;
// Mili-second count
uint8 ms_count = 0;
// bit-count
int8 negedge_count = 0;

// //check if we have a new data_frame or not?
// uint8 new_dataframe(){
//     return (data_frame!=0)?1:0;
// }

//clear frame after read!
uint32 read_extracted_frame(){
    uint32 frame = data_frame;
    data_frame = 0;
    return frame;
}

void IR_Reading_Initial(){
    // IndicatorLED = 1;
    // DataRcv = 1;
    buffer = 0;
    data_frame = 0;
    negedge_count = 0;
    GLOBAL_INT(ENABLE);
    eINT0_CTL(ENABLE);
    TIMER0_CTL(ENABLE);
    TIMER0_CTL(MODE_16BIT);
    TIMER0_CTL(START);
    TIMER0_CTL(RESET);
}

void Timer0_OverFlow_Interrupt() interrupt 1 {
    // IndicatorLED = ~IndicatorLED;
    TIMER0_CTL(RESET);
    //A data-frame isn't longer than 67.5mili-sec.
    if(ms_count<67) ms_count = ms_count + 1;
}

void External0_Interrupt() interrupt 0 {
    uint32 current_mscount = 0;

    current_mscount = ms_count;
    TIMER0_CTL(RESET);
    ms_count=0;
    negedge_count +=1;
    // DataRcv = ~DataRcv;
    // this neg-edge by SOF (start of frame)?
    if(current_mscount >= 67){
        negedge_count = -2;
        RESET_BUFFER();
    }else{
        if( negedge_count < 0)
            /*Do nothing, skip this neg-edge*/;
        if(0 <= negedge_count && negedge_count <= 31){
            if( current_mscount >= 2){
                PUSH_BIT_1();
            }else{
                PUSH_BIT_0();
            }
        }else if(negedge_count >= 32){
            EXTRACT_FRAME();
            FrameExtracted=0;
            delay_ms(1);
            FrameExtracted=1;
        }
    }
}

#endif

```

## LED7Seg\_OnKit.h

LED7Seg\_OnKit.h

```
//version: 0.1.3
//----- Include -----
#ifndef _LED7SEG_ONKIT_H_
#define _LED7SEG_ONKIT_H_
#include "Utilities.h"

//----- Macros -----

//Định nghĩa lại kiểu dữ liệu
//typedef unsigned int uint;

//Các chân chọn vị trí LED.
sbit GND0 = P2^2;
sbit GND1 = P2^3;
sbit GND2 = P2^4;

//Chân điều khiển từng LED trong LED7seg
#define LED_7SEG P0

const uint8 DIGIT_CODE[] = {0x3F, 0x06, 0x5B, 0x4F, 0x66, 0x6D,
                             0x7D, 0x07, 0x7F, 0x6F, /*A*/0x77, 0x7C,
                             0x58, 0x5E, 0x79, 0x71};

uint8 LED[8] = {0, 0, 0, 0, 0, 0, 0, 0};

/*
    8   7   6   5   4   3   2   1
    ┌─┐ ┌─┐ ┌─┐ ┌─┐ ┌─┐ ┌─┐ ┌─┐ ┌─┐
    │ │ │ │ │ │ │ │ │ │ │ │ │ │ │ │ │ │
    └─┘ └─┘ └─┘ └─┘ └─┘ └─┘ └─┘ └─┘
Hàm này sẽ chọn LED ở vị trí POS, mã hiển thị là CODE.
VD: Hiển thị số "1", CODE = 0x06
*/
void led7seg_disp(uint8 POS, uint8 CODE){
    switch (POS) {
        case 0x1:
            { GND0 = 0; GND1 = 0; GND2 = 0; LED_7SEG = CODE; return;}
        case 0x2:
            { GND0 = 1; GND1 = 0; GND2 = 0; LED_7SEG = CODE; return;}
        case 0x3:
            { GND0 = 0; GND1 = 1; GND2 = 0; LED_7SEG = CODE; return;}
        case 0x4:
            { GND0 = 1; GND1 = 1; GND2 = 0; LED_7SEG = CODE; return;}
        case 0x5:
            { GND0 = 0; GND1 = 0; GND2 = 1; LED_7SEG = CODE; return;}
        case 0x6:
            { GND0 = 1; GND1 = 0; GND2 = 1; LED_7SEG = CODE; return;}
        case 0x7:
            { GND0 = 0; GND1 = 1; GND2 = 1; LED_7SEG = CODE; return;}
        case 0x8:
            { GND0 = 1; GND1 = 1; GND2 = 1; LED_7SEG = CODE; return;}
        default:
            LED_7SEG = 0x0;
    }
}

/*
Hiển thị trong ms_disp_t cả 8 LED7Seg.
Nội dung hiển thị của LED thứ i tùy thuộc vào
giá trị chứa trong LED[i].

Giới hạn:
hz_freq = 24 Hz --> 100Hz
ms_disp_t = 50 ms --> 2500 ms
*/
void Disp8leds7seg(uint32 ms_disp_t){
    uint8 i = 0;
    uint32 j = 0;
    REP(j, 1, ms_disp_t)
        REP(i, 0, 7){
            led7seg_disp(i+1, LED[i]);
            delay_us(5);
            LED_7SEG = 0x0;
        }
}
#endif
```



## main.h

main.h

```
#include "Utilities.h"
#include "DS1302.h"
#include "XPT2046.h"
#include "IR_Reading.h"
#include "LED7Seg_OnKit.h"

sbit dev0 = P2^5;
sbit dev1 = P2^6;
sbit dev2 = P2^7;

enum enum_modes{
    NORMAL_MODE = 0,
    SETUP_MODE = 1,
    TIME_SETUP_MODE = 3,
    DEV_CONTROL_MODE = 4,
    SYS_TIME_SETUP_MODE = 9,
    SYS_TIME_SETUP = 27,
    ON_TIME_SETUP_MODE = 10,
    ON_TIME_SETUP = 30,
    OFF_TIME_SETUP_MODE = 11,
    OFF_TIME_SETUP = 33,
    DEV0_SETUP_MODE = 12,
    DEV1_SETUP_MODE = 13,
    DEV2_SETUP_MODE = 14,
    DEV0_ON_OFF =36,
    DEV1_ON_OFF =39,
    DEV2_ON_OFF =42
};

//Current screen :v
uint32 CURRENT_INDX = 0;
// uint8 MODE_TREE[250];
//Wait for yes_no?
uint8 WAIT_YES_NO = false;

/*
MSB   ... 2 1 0 LSB
      x x x
      H: Enable
      L: Disable
*/
uint8 dev0_user_ctl = 0;
uint8 dev1_user_ctl = 0;
uint8 dev2_user_ctl = 0;
uint8 dev0_syst_ctl = 0;
uint8 dev1_syst_ctl = 0;
uint8 dev2_syst_ctl = 0;
/*
MSB   ... 1 0 LSB
      | |
      | |
      | off
      on timer
      H: Enable
      L: Disable
*/
uint8 timer_enable = 0;
// code received from IR REMOTE
uint32 IR_data = 0;
//System time
TIME system_time = {0, 0, 0, 0, 0, 0, 0, 0};
//Turn-on device time
TIME time_on = {0, 0, 0, 0, 0, 0, 0, 0};
//Turn-off device time
TIME time_off = {0, 0, 0, 0, 0, 0, 0, 0};

//Remote code to number
uint8 CODE2NUM(uint32 CODE){
    switch (CODE) {
        case __0: return 0;
        case __1: return 1;
        case __2: return 2;
        case __3: return 3;
        case __4: return 4;
        case __5: return 5;
        case __6: return 6;
        case __7: return 7;
        case __8: return 8;
        case __9: return 9;
    }
}
```

```

        return 0;
    }

    void clear(){
        LED[0] = 0x0;
        LED[1] = 0x0;
        LED[2] = 0x0;
        LED[3] = 0x0;
        LED[4] = 0x0;
        LED[5] = 0x0;
        LED[6] = 0x0;
        LED[7] = 0x0;
    }

    uint8 YES_NO(){
        uint32 CODE = 0;
        while(0x1){
            CODE = read_extracted_frame();
            clear();
            LED[7] = 0x6E; LED[6] = 0x37;
            Disp8leds7seg(1);
            switch (CODE) {
                //extend for more options :v
                case PLAY_PAUSE: return 1;
                case MODE: return 0;
                case ON_OFF: return 0;
            }
        }
        return 0;
    }

    uint8 SET_TIMER(TIME* t){
        uint8 POS = 0;
        // POS = 0: exit
        // POS = 1: set on minute _x1
        // POS = 2: set on minute _x10
        // POS = 3: set on hour _x1
        // POS = 4: set on hour _x10
        uint32 CODE = 0;
        TIME tmp;
        // tmp = *t;
        DS1302_Read_Time(&tmp, 0x6);
        while(0x1){
            CODE = read_extracted_frame();
            if(CODE == PLAY_PAUSE) break;
            if(CODE == PREV) POS = (POS+1 + 2)%2;
            if(CODE == NEXT) POS = (POS-1 + 2)%2;
            if(CODE == ON_OFF) return 0;
            if(CODE == MODE) return 0;
            switch (POS) {
                case 0:
                    tmp.MINUTE += CODE2NUM(CODE)%10; tmp.MINUTE%=60; break;
                case 1:
                    tmp.HOUR += CODE2NUM(CODE); tmp.HOUR%=24; break;
            }
            LED[0] = DIGIT_CODE[tmp.MINUTE%10] + ((POS==0)?(0x80):(0));
            LED[1] = DIGIT_CODE[tmp.MINUTE/10];
            LED[2] = DIGIT_CODE[tmp.HOUR%10] + ((POS==1)?(0x80):(0));
            LED[3] = DIGIT_CODE[tmp.HOUR/10];
            Disp8leds7seg(50);
        }
        if(YES_NO()){
            *t = tmp;
            return 1;
        }
        return 0;
    }

    uint8 SET_ON_OFF_NONE(uint8 *val, uint8 dev){
        uint8 tmp = 2;
        uint32 CODE = 0;
        while(0x1){
            CODE = read_extracted_frame();
            if(CODE == PLAY_PAUSE) break;
            if(CODE == PREV) tmp = (tmp+1 + 3)%3;
            if(CODE == NEXT) tmp = (tmp-1 + 3)%3;
            if(CODE == ON_OFF) return 0;
            if(CODE == MODE) return 0;
            switch (tmp) {
                case 0:
                    LED[7] = DIGIT_CODE[13];
                    LED[6] = DIGIT_CODE[dev];
                    LED[5] = 0;

```

```

        LED[4] = 0;
        LED[3] = DIGIT_CODE[0];
        LED[2] = DIGIT_CODE[15];
        LED[1] = DIGIT_CODE[15];
        LED[0] = 0;
        break;
    case 1:
        LED[7] = DIGIT_CODE[13];
        LED[6] = DIGIT_CODE[dev];
        LED[5] = 0;
        LED[4] = 0;
        LED[3] = DIGIT_CODE[0];
        LED[2] = 0x37;
        LED[1] = 0x0;
        LED[0] = 0x0;
        break;
    case 2:
        LED[7] = DIGIT_CODE[13];
        LED[6] = DIGIT_CODE[dev];
        LED[5] = 0;
        LED[4] = 0;
        LED[3] = 0x37;
        LED[2] = DIGIT_CODE[0];
        LED[1] = 0x37;
        LED[0] = DIGIT_CODE[14];
        break;
    }
    Disp8leds7seg(50);
}
if(YES_NO()){
    *val = (tmp == 0 || tmp == 1)?(tmp):(2);
    return 1;
}
return 0;
}

void read_system_time(){
    DS1302_Read_Time(&system_time, 0x7);
}

void update_dev_state(){
    if(dev0_user_ctl == Z)
        dev0 = (dev0_syst_ctl)?0:1;
    else
        dev0 = (dev0_user_ctl)?0:1;
    if(dev1_user_ctl == Z)
        dev1 = (dev1_syst_ctl)?0:1;
    else
        dev1 = (dev1_user_ctl)?0:1;
    if(dev2_user_ctl == Z)
        dev2 = (dev2_syst_ctl)?0:1;
    else
        dev2 = (dev2_user_ctl)?0:1;
}

uint32 have_daylight(){
    Read_AD_Data(0xA4);
    if( (Read_AD_Data(0xA4)%1000) > 30)
        return true;
    return false;
}

uint32 get_up_index(uint32 indx){
    if(indx == 0) return 1;
    return (indx/3);
}

uint32 get_down_index(uint32 indx){
    if(indx*3 > 42) return indx;
    return (indx*3);
}

uint32 get_left_index(uint32 indx){
    switch (indx) {
        case 3: return 4;
        case 4: return 3;
        case 10: return 9;
        case 11: return 10;
        case 9: return 11;
        case 12: return 14;
        case 13: return 12;
        case 14: return 13;
    }
}

```

```

        return indx;
    }

uint32 get_right_index(uint32 indx){
    switch (indx) {
        case 3: return 4;
        case 4: return 3;
        case 9: return 10;
        case 10: return 11;
        case 11: return 9;
        case 12: return 13;
        case 13: return 14;
        case 14: return 12;
    }
    return indx;
}

void code_proc(uint32 CODE){
    switch (CODE) {
        case ON_OFF:
            dev0_syst_ctl = (dev0_syst_ctl)?(0):(1);
            return;
        case MODE:
            CURRENT_INDX = get_up_index(CURRENT_INDX);
            break;
        case PLAY_PAUSE:
            CURRENT_INDX = get_down_index(CURRENT_INDX);
            break;
        case PREV:
            CURRENT_INDX = get_left_index(CURRENT_INDX);
            break;
        case NEXT:
            CURRENT_INDX = get_right_index(CURRENT_INDX);
            break;
    }
    switch (CURRENT_INDX) {
        case NORMAL_MODE:
            LED[0] = DIGIT_CODE[(system_time.SECOND)%10];
            LED[1] = DIGIT_CODE[(system_time.SECOND/10)%10];
            LED[2] = 0x40;
            LED[3] = DIGIT_CODE[(system_time.MINUTE)%10];
            LED[4] = DIGIT_CODE[(system_time.MINUTE/10)%10];
            LED[5] = 0x40;
            LED[6] = DIGIT_CODE[(system_time.HOUR)%10];
            LED[7] = DIGIT_CODE[(system_time.HOUR/10)%10];
            return;
        case SETUP_MODE:
            LED[7] = DIGIT_CODE[5];
            LED[6] = DIGIT_CODE[14];
            LED[5] = 0x7;
            LED[4] = 0x3E;
            LED[3] = 0x73;
            LED[2] = 0x0;
            LED[1] = 0x0;
            LED[0] = 0;
            return;
        case TIME_SETUP_MODE:
            LED[7] = 0x31;
            LED[6] = 0x40;
            LED[5] = 0x39;
            LED[4] = 0x31;
            LED[3] = 0x38;
            LED[2] = 0x0;
            LED[1] = 0x0;
            LED[0] = 0x0;
            return;
        case SYS_TIME_SETUP_MODE:
            LED[7] = DIGIT_CODE[5];
            LED[6] = 0x6E;
            LED[5] = DIGIT_CODE[5];
            LED[4] = 0x0;
            LED[3] = 0x0;
            LED[2] = 0x0;
            LED[1] = 0x0;
            LED[0] = 0x0;
            return;
        case SYS_TIME_SETUP:
            if( SET_TIMER(&system_time))
                DS1302_Write_Time(&system_time, 0x7F);
            CURRENT_INDX = get_up_index(CURRENT_INDX);
            return;
    }
}

```

```

case ON_TIME_SETUP_MODE:
    LED[7] = DIGIT_CODE[0];
    LED[6] = 0x37;
    LED[5] = 0;
    LED[4] = 0;
    LED[3] = 0x0;
    LED[2] = 0x0;
    LED[1] = 0x0;
    LED[0] = 0x0;
    return;

case ON_TIME_SETUP:
    SET_TIMER(&time_on);
    CURRENT_INDX = get_up_index(CURRENT_INDX);
    return;

case OFF_TIME_SETUP_MODE:
    LED[7] = DIGIT_CODE[0];
    LED[6] = DIGIT_CODE[15];
    LED[5] = DIGIT_CODE[15];
    LED[4] = 0;
    LED[3] = 0x0;
    LED[2] = 0x0;
    LED[1] = 0x0;
    LED[0] = 0x0;
    return;

case OFF_TIME_SETUP:
    SET_TIMER(&time_off);
    CURRENT_INDX = get_up_index(CURRENT_INDX);
    return;

case DEV_CONTROL_MODE:
    LED[7] = DIGIT_CODE[13];
    LED[6] = DIGIT_CODE[14];
    LED[5] = 0x3E;
    LED[4] = 0x39;
    LED[3] = 0x31;
    LED[2] = 0x38;
    LED[1] = 0x0;
    LED[0] = 0x0;
    return;

case DEV0_SETUP_MODE:
    LED[7] = DIGIT_CODE[5];
    LED[6] = DIGIT_CODE[14];
    LED[5] = 0x7;
    LED[4] = 0x3E;
    LED[3] = 0x73;
    LED[2] = 0x0;
    LED[1] = DIGIT_CODE[13];
    LED[0] = DIGIT_CODE[0];
    return;

case DEV1_SETUP_MODE:
    LED[7] = DIGIT_CODE[5];
    LED[6] = DIGIT_CODE[14];
    LED[5] = 0x7;
    LED[4] = 0x3E;
    LED[3] = 0x73;
    LED[2] = 0x0;
    LED[1] = DIGIT_CODE[13];
    LED[0] = DIGIT_CODE[1];
    return;

case DEV2_SETUP_MODE:
    LED[7] = DIGIT_CODE[5];
    LED[6] = DIGIT_CODE[14];
    LED[5] = 0x7;
    LED[4] = 0x3E;
    LED[3] = 0x73;
    LED[2] = 0x0;
    LED[1] = DIGIT_CODE[13];
    LED[0] = DIGIT_CODE[2];
    return;

case DEV0_ON_OFF:
    SET_ON_OFF_NONE(&dev0_user_ctl, 0);
    CURRENT_INDX = get_up_index(CURRENT_INDX);
    update_dev_state();
    return;

```

	<pre>        case DEV1_ON_OFF:             SET_ON_OFF_NONE(&amp;dev1_user_ctl, 1);             CURRENT_INDX = get_up_index(CURRENT_INDX);             update_dev_state();             return;          case DEV2_ON_OFF:             SET_ON_OFF_NONE(&amp;dev2_user_ctl, 2);             CURRENT_INDX = get_up_index(CURRENT_INDX);             update_dev_state();             return;      }  }  void main_intial(){     IR_Reading_Initial();     DS1302_Initial();     dev0_user_ctl = Z;     dev1_user_ctl = Z;     dev2_user_ctl = Z;     CURRENT_INDX = 0;     DS1302_Write_Time(&amp;system_time, 0x7F); }  }</pre>
--	---

main.c

main.c	<pre>#include "main.h" #include "IR_Reading.h"  int main(){     main_intial();     while(true){         read_system_time();         if(time_equal_cmp(system_time, time_on, 0x6))             dev2_syst_ctl = HIGH;         if(time_equal_cmp(system_time, time_off, 0x6))             dev2_syst_ctl = LOW;         if(have_daylight()){             dev1_syst_ctl = LOW;         }else{             dev1_syst_ctl = HIGH;         }         update_dev_state();         code_proc(read_extracted_frame());         Disp8leds7seg(10);     }     return 0; }</pre>
--------	--

## BÀI THỰC HÀNH 8 – NHÀ THÔNG MINH 2

Điều khiển 05 thiết bị, trong đó có

- 01 thiết bị có thể điều khiển từ xa bằng hồng ngoại.
- 01 thiết bị có thể hẹn giờ tắt/bật.
- 01 thiết bị có thể tắt/bật tự động theo ánh sáng.
- 01 thiết bị có thể điều khiển từ điện thoại thông minh.

### Utilities.h

	Đã định nghĩa ở <a href="#">BÀI THỰC HÀNH SỐ 7 – NHÀ THÔNG MINH 1</a>
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### Time.h

	Đã định nghĩa ở <a href="#">BÀI THỰC HÀNH SỐ 7 – NHÀ THÔNG MINH 1</a>
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### XPT2046.h

	Đã định nghĩa ở <a href="#">BÀI THỰC HÀNH SỐ 7 – NHÀ THÔNG MINH 1</a>
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### ThreeWiresProtocol.h

	Đã định nghĩa ở <a href="#">BÀI THỰC HÀNH SỐ 7 – NHÀ THÔNG MINH 1</a>
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### DS1302.h

	Đã định nghĩa ở <a href="#">BÀI THỰC HÀNH SỐ 7 – NHÀ THÔNG MINH 1</a>
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### LCD\_1602.h

LCD_1602.h	<pre>#ifndef _LCD_1602_H_ #define _LCD_1602_H_ /* DOCUMENTATIONS:     https://developer.arm.com/documentation/101655/0961/Cx51-User-s-Guide/Language-Extensions/Data-Types/Special-Function-Registers/sbit     https://circuitdigest.com/article/16x2-lcd-display-module-pinout-datasheet */ /* This lib was made to interfacing with LCD. LCD's pin informatios:    #####     #####     #####                                     1 2 3 4 5 6 7 8 9 10 11 12 13 14    pin 0    - VSS - Connected to the ground of the MCU/ Power source pin 1    - VDD - Connected to the supply pin of Power source pin 2    - VEE - Connected to a variable POT that can source 0-5V pin 3    - RS  - Toggles between Command/Data Register pin 4    - RW  - Toggles the LCD between Read/Write Operation pin 5    - E   - Must be held high to perform Read/Write Operation Pin 7-14 - D   - Pins used to send Command or data to the LCD.</pre>
------------	--

```

macro
*/

#include <stdio.h>
#include <REGX52.h>
#include "Utilities.h"

#define LCD_ON_CURSOR_ON          0x0F //LCD ON, cursor ON
#define CLEAR_SCREEN              0x01 //Clear display screen
#define RETURN_HOME              0x02 //Return home
#define LEFT_SHIFT_CURSOR        0x04 //Decrement cursor (shift cursor to left)
#define RIGHT_SHIFT_CURSOR       0x06 //Increment cursor (shift cursor to right)
#define LEFT_SHIFT_DISPLAY       0x05 //Shift display right
#define RIGHT_SHIFT_DISPLAY      0x07 //Shift display left
#define DISPLAY_ON_CURSOR_BLINKING 0x0E //Display ON, cursor blinking
#define SET_CURSOR_0x_0y         0x80 //Force cursor to beginning of first line
#define SET_CURSOR_1x_0y         0xC0 //Force cursor to beginning of second line
#define LINEx2_MAT5x7            0x38 //2 lines and 5x7 matrix
#define CMD11                    0x83 //Cursor line 1 position 3
#define ACTIVATE_2nd_LINE        0x3C //Activate second line
#define LCD_OFF_CURSOR_OFF       0x08 //Display OFF, cursor OFF
#define CMD14                    0xC1 //Jump to second line, position 1
#define LCD_ON_CURSOR_OFF       0x0C //Display ON, cursor OFF
#define CMD16                    0xC1 //Jump to second line, position 1
#define CMD17

#define WRITE_MODE                0x0
#define READ_MODE                 0x1
#define SEND_CMD_MODE             0x0
#define SEND_DISPLAY_DATA_MODE   0x1

// The variables bellow can be edited bases on
// your circuit.
// Set your LCD is in receiving command or receivering display data.
sbit RS      = P2^6; //RS pin
// Set your LCD is READ mode or WRITE mode (usually write mode, be written by your MCU)
sbit RW      = P2^5; //
// Enable your LCD by a negedge pulse
sbit EN      = P2^7;

// Receive or Transfer data (parallel)
#define DATA_PORT P0

// Make a MONO pulse at EN pin
// MONO pulse: LOW->HIGH (HIGH)*n HIGH->LOW :)
void LCD_ENABLE(){
    //Enable, a high to low pulse need to enable the LCD
    EN = 0x1;
    delay_us(50);
    EN = 0x0;
}

// To sent command to the LCD.
void LCD_SEND_BYTE_COMMAND(unsigned char CMD){
    DATA_PORT = CMD;
    delay_us(50);
    RS = SEND_CMD_MODE;
    delay_us(50);
    RW = WRITE_MODE;
    delay_us(50);
    LCD_ENABLE();
}

// To sent a byte of DISPLAY DATA to the LCD.
void LCD_SEND_BYTE_DISPLAY(unsigned char BYTE){
    // NOTE: BYTE is displayed in ASCII.
    DATA_PORT = BYTE;
    delay_us(50);
    RS = SEND_DISPLAY_DATA_MODE;
    delay_us(50);
    RW = WRITE_MODE;
    delay_us(50);
    LCD_ENABLE();
}

// To sent an array of byte of DISPLAY DATA to the LCD.
void LCD_SEND_BYTE_ARRAY_DISPLAY(char ARR[], uint8 SIZE){
    uint32 i = 0;
    if(SIZE<0)
        while(*ARR){
            LCD_SEND_BYTE_DISPLAY(*ARR);
        }
}

```



```

        ARR++;
    }
    else
        while( i < SIZE ){
            LCD_SEND_BYTE_DISPLAY(ARR[i]);
            ++i;
        }
}

// Set the position of the CURSOR in 16x2 LCD screen.
void LCD_SET_CURSOR_POS(uint32 ROW, uint32 COL){
    if(ROW == 0){
        LCD_SEND_BYTE_COMMAND(SET_CURSOR_0x_0y+COL);
    }
    if(ROW == 1){
        LCD_SEND_BYTE_COMMAND(SET_CURSOR_1x_0y+COL);
    }
}

/*
Set TEXT in LCD.
Limits:
    size : [0-->31]
    row  : [0-->1]
    col  : [0-->15]
    warp_text : [0->1]
    clear_screen : [0->1]
    row_offset : [0->1]
    col_offset : [0->15]
*/

void LCD_Set_Text(
    char str[], uint8 str_size,
    uint8 row_offset, uint8 col_offset
){
    uint8 displayed = 0;
    //un-warp text
    LCD_SET_CURSOR_POS(row_offset, col_offset);
    LCD_SEND_BYTE_ARRAY_DISPLAY(str, str_size);
}

//Simple to set TEXT which to be displayed in LCD WITHOUT CLEAR previous screen
void LCD_Simple_Set_Text_1(
    char str[], uint8 str_size,
    uint8 row_offset, uint8 col_offset
){
    if(str_size == 0) { while(str[str_size++]); --str_size;}
    LCD_Set_Text(str, str_size, row_offset, col_offset);
}

//Simple to set TEXT which to be displayed in LCD WITH CLEAR previous screen
void LCD_Simple_Set_Text_2(
    char str[], uint8 str_size,
    uint8 row_offset, uint8 col_offset
){
    LCD_SEND_BYTE_COMMAND(0x01);
    if(str_size == 0) { while(str[str_size++]); --str_size;} // Cannot disp '\0' --> remove it!
    LCD_Set_Text(str, str_size, row_offset, col_offset);
}

// void LCD_Clear_Screen(){
//     LCD_SEND_BYTE_COMMAND(CLEAR_SCREEN);
// }

// Set up your LCD.
void LCD_Initial(){
    delay_us(50);
    LCD_SEND_BYTE_COMMAND(LINEx2_MAT5x7);
    LCD_SEND_BYTE_COMMAND(LCD_ON_CURSOR_OFF);
    LCD_SEND_BYTE_COMMAND(RIGHT_SHIFT_CURSOR);
}
#endif

```

## String\_Utils.h

String\_Utils.h

```
#ifndef _STRING_UTILS_H_
#define _STRING_UTILS_H_
#include "Utilities.h"

#define digit2char(x) ((x)+'0')
#define str_len(x) sizeof(x)
#define x1_digit(x) ((x)%10)
#define x10_digit(x) (((x)/10)%10)
#define x100_digit(x) (((x)/100)%10)
#define x1000_digit(x) (((x)/1000)%10)
#define _is_lower_case(x) ('a' <= (x) && (x) <= 'z')
#define _is_upper_case(x) ('A' <= (x) && (x) <= 'Z')
#define _not_digit(x) (!('0' <= (x) && (x) <= '9'))
#define _not_dollar_sign(x) (!(x)=='$')
#define _not_equal_sign(x) (!(x)=='=')
#define _not_underscore(x) (!(x)=='_')
#define _is_new_line(x) ((x)=='\n')
#define _is_carriage_return(x) ((x)=='\r')

uint8 _string_equal_compare(char str1[], char str2[], uint8 cmp_size, uint8 str2_offset){
    //Warning: str2_offset+cmp_size < size_of(str2)
    uint8 i;
    if(cmp_size < 1) return 0;
    REP(i, 0, cmp_size-1){
        if( str1[i] != str2[i+str2_offset] ) return 0;
    }
    return 1;
}

// void _string_to_upper_case(char str[], uint8 str_size){
//     if(str_size == 0) return;
//     while(str_size--){
//         if(_is_lower_case(str[str_size])) str[str_size]-= 'a'-'A';
//     }
// }

// void _string_to_lower_case(char str[], uint8 str_size){
//     if(str_size == 0) return;
//     while(str_size--){
//         if(_is_upper_case(str[str_size])) str[str_size]+= 'a'-'A';
//     }
// }

// void _string_copy(char dest[], char scr[], uint8 cp_size, uint8 offset){
//     uint8 i;
//     if(cp_size < 1 ) return;
//     REP(i, offset, cp_size-1)
//         dest[i] = scr[i];
// }

uint8 _string_find_pattern(char pattern[], uint8 pat_size, char text[], uint8 txt_size, uint8 offset){
    // Note: pat_size <= txt_size < 256
    // Note: Return the first found position from range [offset, txt_size)
    uint8 i;
    if(pat_size>txt_size) return txt_size;
    // This algorithm run with O-complexity: O(pat_size*txt_size)
    REP(i, offset, txt_size-pat_size){
        if( _string_equal_compare(pattern, text+i, pat_size, 0)){
            return i;
        }
    }
    return txt_size;
}

// void _string_num2text(uint32 num, char text[], uint8 text_size){
//     uint8 i;
//     REP(i, 0, text_size-1){
//         text[(text_size-1)-i] = num%10 + '0';
//         num/=10;
//     }
//     text[text_size]='\0';
// }

#endif
```

## UART\_BLE.h

UART\_BLE.h

```
// refs: https://www.electronicwings.com/8051/8051-uart
// refs: https://embetronicx.com/tutorials/microcontrollers/8051/8051-uart-tutorial-serial-communication/

#ifndef _BLUETOOTH_UART_H_
#define _BLUETOOTH_UART_H_
#include "LCD_1602.h"
#include "Utilities.h"
#include "String_Utils.h"

/*
Valid msg from Bluetooth module:
NOTE: flip dev-state (1->0, 0->1) if the dev is controlled by USER
    inv1
    inv2
    inv3
    inv4
    inv5
*/

#define _max_buffer_size 8
#define _bounded_y(x, y) ((x)%(y))

uint8 ble_rcv_size;
char ble_rcv_data[_max_buffer_size];

void UART_Byte_Transmit(char transmit_data){
    // Copy data to BUFFER
    SBUF = transmit_data;
    // while for another Transmission until it end
    while (TI==0);
    // Reset TI flag to start this Transmission
    TI = 0;
}

void UART_Bytes_Transmit(char transmit_data[], int32 transmit_data_size){
    int32 i;
    if(transmit_data_size == 0){
        while(*transmit_data){
            UART_Byte_Transmit(*transmit_data);
            transmit_data++;
        }
    }else{
        REP(i, 1, transmit_data_size){
            UART_Byte_Transmit(transmit_data[i-1]);
        }
    }
}

// uint8 UART_Read_Data(char uart_data[], char read_size){
// if(read_size == 0 || ble_rcv_size == 0) return false; // for read failed
// read_size = min_val(read_size, ble_rcv_size);
// _string_copy(uart_data, ble_rcv_data, read_size, 0);
// //reset buffer size (aka ble_rcv_data)
// ble_rcv_size = 0;
// return true; // for read successful
// }

uint8 ble_has_contained(char pattern[], uint8 pat_size){
    if(ble_rcv_size<1) return 0;
    return _string_find_pattern(pattern, pat_size, ble_rcv_data, ble_rcv_size, 0) < ble_rcv_size;
}

void Bluetooth_UART_Initial(){
    //UART initial
    GLOBAL_INT(ENABLE);
    ES = 1; //Serial interrupt
    TMOD |= 0x20; //Set timer 2 mode 8bit
    TH1 = 0xFD; //load value for baud rate = 9600
    TL1 = 0xFD; //load value for baud rate = 9600
    SCON = 0x50;
    TR1 = 1; // start timer 1

    //Bluetooth initial
    ble_rcv_size = 0;
}

void UART_Received() interrupt 4 {
    char temp_char;
```

```

        if(RI == 1){
            temp_char = SBUF;
            if(
                _is_carriage_return(temp_char)
                || _is_new_line(temp_char)
            ){
                RI = 0;
                return;
            }
            if(_is_upper_case(temp_char)) temp_char -= 'a'-'A';
            ble_rcv_size = _bounded_y(ble_rcv_size, _max_buffer_size)+1;
            ble_rcv_data[ble_rcv_size-1] = temp_char;
            RI = 0;
        }else{
            // TI = 0;
        }
    }
}

#endif

```

## main.h

main.h

```

#include "Time.h"
#include "String_Utils.h"
#include "UART_BLE.h"
#include "DS1302.h"
#include "Utilities.h"
#include "XPT2046.h"
#include "UART_BLE.h"
#include "LCD_1602.h"
#include "LCD_1602.h"
#include "IR_Reading.h"

#define _1st_bit_mask 0x01
#define _2nd_bit_mask 0x02
#define _3rd_bit_mask 0x04
#define _4th_bit_mask 0x08
#define _5th_bit_mask 0x10
#define _6th_bit_mask 0x20
#define _7th_bit_mask 0x40
#define _8th_bit_mask 0x80

#define DEV1_MASK 0x003
#define DEV2_MASK 0x00C
#define DEV3_MASK 0x030
#define DEV4_MASK 0x0C0
#define DEV5_MASK 0x300

#define MODE_UP() DISP_MODE/=5
#define MODE_DOWN() if(DISP_MODE<170) DISP_MODE*=5

#define MODE_NORMAL 0
#define MODE_SETUP 1
#define MODE_SETUP_TIME 5
#define MODE_SETUP_TIME_SYSTEM_DISP 25
#define MODE_SETUP_TIME_SYSTEM_ACTION 125
#define MODE_SETUP_TIME_TIMER_1_DISP 26
#define MODE_SETUP_TIME_TIMER_1_ACTION 130
#define MODE_SETUP_TIME_TIMER_2_DISP 27
#define MODE_SETUP_TIME_TIMER_2_ACTION 135
#define MODE_SETUP_DEVICE 6
#define MODE_SETUP_DEVICE_1_DISP 30
#define MODE_SETUP_DEVICE_1_ACTION 150
#define MODE_SETUP_DEVICE_2_DISP 31
#define MODE_SETUP_DEVICE_2_ACTION 155
#define MODE_SETUP_DEVICE_3_DISP 32
#define MODE_SETUP_DEVICE_3_ACTION 160
#define MODE_SETUP_DEVICE_4_DISP 33
#define MODE_SETUP_DEVICE_4_ACTION 165
#define MODE_SETUP_DEVICE_5_DISP 34
#define MODE_SETUP_DEVICE_5_ACTION 170

sbit DEV1 = P2^0;
sbit DEV2 = P2^1;
sbit DEV3 = P2^2;
sbit DEV4 = P2^3;
sbit DEV5 = P2^4;

uint8 gp_reg; //general purpose register
uint8 HOLD = 0;

```

```

uint8 DISP_MODE = 0;
uint8 SYST_TRIGGER = 0;
uint8 USER_DEV_CTL = 0;
uint8 SYS_CTL_INV = 0;
uint16 CTL_DEV_SEL = 0;

char time_disp_1[]="TIME:   XX:XX:XX";
char time_disp_2[]="DATE:   XX/XX/XX";

TIME    sys_t = {7 , 12, 11, 24, 21, 05, 45},
        timer_1 = {7 , 12, 11, 24, 21, 05, 55},
        timer_2 = {7 , 12, 11, 24, 21, 06, 5};

void Time_Data_Display(char label_1[], char label_2[], TIME t, uint8 SEL){
    time_disp_1[0] = label_1[0];
    time_disp_1[1] = label_1[1];
    time_disp_1[2] = label_1[2];
    time_disp_1[3] = label_1[3];
    time_disp_1[4] = label_1[4];
    time_disp_1[5] = label_1[5];
    time_disp_1[6] = label_1[6];
    time_disp_1[7] = label_1[7];
    time_disp_2[0] = label_2[0];
    time_disp_2[1] = label_2[1];
    time_disp_2[2] = label_2[2];
    time_disp_2[3] = label_2[3];
    time_disp_2[4] = label_2[4];
    time_disp_2[5] = label_2[5];
    time_disp_2[6] = label_2[6];
    time_disp_2[7] = label_2[7];
    if(SEL & _1st_bit_mask){
        time_disp_1[8] = digit2char(x10_digit(t.HOUR));
        time_disp_1[9] = digit2char(x1_digit(t.HOUR));
        time_disp_1[11] = digit2char(x10_digit(t.MINUTE));
        time_disp_1[12] = digit2char(x1_digit(t.MINUTE));
        time_disp_1[14] = digit2char(x10_digit(t.SECOND));
        time_disp_1[15] = digit2char(x1_digit(t.SECOND));
        LCD_Simple_Set_Text_1(time_disp_1, 16, 0, 0);
    }
    if(SEL & _2nd_bit_mask){
        time_disp_2[8] = digit2char(x10_digit(t.DATE));
        time_disp_2[9] = digit2char(x1_digit(t.DATE));
        time_disp_2[11] = digit2char(x10_digit(t.MONTH));
        time_disp_2[12] = digit2char(x1_digit(t.MONTH));
        time_disp_2[14] = digit2char(x10_digit(t.YEAR));
        time_disp_2[15] = digit2char(x1_digit(t.YEAR));
        LCD_Simple_Set_Text_1(time_disp_2, 16, 1, 0);
    }
}

uint8 YES_NO(){
    uint8 ans = 0;
    LCD_Simple_Set_Text_2("CONFIRM?[YES/NO]", 0, 0, 0);
    while(0x1){
        if(ans)
            LCD_Simple_Set_Text_1("> YES", 0, 1, 0);
        else
            LCD_Simple_Set_Text_1("> NO ", 0, 1, 0);
        // delay_ms(1000);
        switch (read_extracted_frame()) {
            case PREV: ans=(ans+1)%2; break;
            case NEXT: ans=(ans+1)%2; break;
            case PLAY_PAUSE: return ans;
            case MODE: return 0;
            case ON_OFF: return 0;
        }
    }
    return 0;
}

uint8 Setup_Device(){
    /*
    Map of return value:
    MSB          4 3 2 1 0  LSB
    [x][x][x][x][x][x][x][x]
        | | | ^~~~~
        | | | Control mode (USER/LIGHT/TIMER_1/TIMER_2)
        | | ^~
        | | Invert trigger
        | ^~
        | Pre-set dev-state (ON/OFF)
        ^~
    Skip pre-set dev-state

```

```

*/
uint8 pos = 0, res = 0;
uint32 rm_code;
LCD_Simple_Set_Text_2("Setup device:", 0, 0, 0);
while(0x1){
    rm_code = read_extracted_frame();
    if(rm_code == MODE) return 0x8F;;
    if(rm_code == PLAY_PAUSE) break;
    if(rm_code == NEXT) pos=(pos+1)%4;
    if(rm_code == PREV) pos=(pos+3)%4;
    ble_rcv_size = 0;
    switch (pos) {
        case 0:
            LCD_Simple_Set_Text_1("> MODE: USER   ", 0, 1, 0);
            break;
        case 1:
            LCD_Simple_Set_Text_1("> MODE: LIGHT  ", 0, 1, 0);
            break;
        case 2:
            LCD_Simple_Set_Text_1("> MODE: TIMER_1", 0, 1, 0);
            break;
        case 3:
            LCD_Simple_Set_Text_1("> MODE: TIMER_2", 0, 1, 0);
            break;
    }
}
res = pos;
pos=1;
if(res)
    while(0x1){
        rm_code = read_extracted_frame();
        if(rm_code == MODE) return 0x8F;;
        if(rm_code == PLAY_PAUSE) break;
        if(rm_code == NEXT) pos=(pos+1)%2;
        if(rm_code == PREV) pos=(pos+1)%2;
        ble_rcv_size = 0;
        switch (pos) {
            case 0:
                LCD_Simple_Set_Text_1("> TRIG: NON-INV ", 0, 1, 0);
                break;
            case 1:
                LCD_Simple_Set_Text_1("> TRIG: INVERTED", 0, 1, 0);
                break;
        }
    }
res |= (pos<<2);
pos=2;
while(0x1){
    rm_code = read_extracted_frame();
    if(rm_code == MODE) return 0x8F;;
    if(rm_code == PLAY_PAUSE) break;
    if(rm_code == NEXT) pos=(pos+1)%3;
    if(rm_code == PREV) pos=(pos+2)%3;
    ble_rcv_size = 0;
    switch (pos) {
        case 0:
            LCD_Simple_Set_Text_1("> STATE: ON      ", 0, 1, 0);
            break;
        case 1:
            LCD_Simple_Set_Text_1("> STATE: OFF     ", 0, 1, 0);
            break;
        case 2:
            LCD_Simple_Set_Text_1("> STATE: SKIP    ", 0, 1, 0);
            break;
    }
}
res |= (pos<<3);
return res;
}

uint8 Setup_Time(TIME* t){
    TIME temp;
    uint8 pos = 0;
    uint8 found_pos = 0;
    uint32 REMOTE_CODE = 0;
    DS1302_Read_Time(&temp, 0x3F);
    while(0x1){
        // Direct
        REMOTE_CODE = read_extracted_frame();
        if(REMOTE_CODE == PLAY_PAUSE) break;
        elif(REMOTE_CODE == MODE) return 0;
        elif(REMOTE_CODE == NEXT) pos = (pos+1)%6;
        elif(REMOTE_CODE == PREV) pos = (pos-1+6)%6;
    }
}

```

```

        switch (pos) {
            case 0:
                temp.SECOND = (temp.SECOND+CODE2NUM(REMOTE_CODE)+found_pos)%60;
                break;
            case 1:
                temp.MINUTE = (temp.MINUTE+CODE2NUM(REMOTE_CODE)+found_pos)%60;
                break;
            case 2:
                temp.HOUR = (temp.HOUR+CODE2NUM(REMOTE_CODE)+found_pos)%24;
                break;
            case 3:
                temp.DATE = (temp.DATE+CODE2NUM(REMOTE_CODE)+found_pos)%31;
                break;
            case 4:
                temp.MONTH = (temp.MONTH+CODE2NUM(REMOTE_CODE)+found_pos)%12;
                break;
            case 5:
                temp.YEAR = (temp.YEAR+CODE2NUM(REMOTE_CODE)+found_pos)%100;
                break;
        }

        // Current config pos
        (pos==0)?Time_Data_Display("SET      ", "SECOND ", temp, 0x3):
        (pos==1)?Time_Data_Display("SET      ", "MINUTE  ", temp, 0x3):
        (pos==2)?Time_Data_Display("SET      ", "HOUR    ", temp, 0x3):
        (pos==3)?Time_Data_Display("SET      ", "DATE    ", temp, 0x3):
        (pos==4)?Time_Data_Display("SET      ", "MONTH   ", temp, 0x3):
        /*pos=5*/Time_Data_Display("SET      ", "YEAR    ", temp, 0x3);
    }

    ble_rcv_size = 0;
    // UART_Bytes_Transmit("\nPLS confirm!\n your config!", 0);
    pos = YES_NO();
    if(pos) *t = temp;
    return pos;
}

void Send_Report_To_Smartphone(uint8 bypass){
    if(bypass || (HOLD == 0 && sys_t.SECOND==0)){
        UART_Bytes_Transmit("\n-----", 0);
        UART_Bytes_Transmit("\nSystem time:\n", 0);
        UART_Bytes_Transmit(time_disp_1, 0);
        UART_Byte_Transmit('\n');
        UART_Bytes_Transmit(time_disp_2, 0);
        UART_Bytes_Transmit("\nSystem status:", 0);
        UART_Bytes_Transmit("\nDevice 1: ", 0); UART_Bytes_Transmit((DEV1)?"OFF":"ON", 0);
        UART_Bytes_Transmit("\nDevice 2: ", 0); UART_Bytes_Transmit((DEV2)?"OFF":"ON", 0);
        UART_Bytes_Transmit("\nDevice 3: ", 0); UART_Bytes_Transmit((DEV3)?"OFF":"ON", 0);
        UART_Bytes_Transmit("\nDevice 4: ", 0); UART_Bytes_Transmit((DEV4)?"OFF":"ON", 0);
        UART_Bytes_Transmit("\nDevice 5: ", 0); UART_Bytes_Transmit((DEV5)?"OFF":"ON", 0);
        UART_Byte_Transmit('\n');
    }
    HOLD=(sys_t.SECOND)?0:HOLD+1;
}

void Fetch_System_Time(){
    DS1302_Read_Time(&sys_t, 0x3F);
}

void Fetch_User_Control(){
    if(data_frame==ON_OFF){
        // USER_DEV_CTL = (USER_DEV_CTL&0xFE) | ((USER_DEV_CTL&_1st_bit_mask)?0:1);
        USER_DEV_CTL = (USER_DEV_CTL)?(0):(0xFF);
    }
    // _string_to_lower_case(ble_rcv_data, ble_rcv_size);
    if(ble_has_contained("inv1", 4))
        ble_rcv_size = 0,
        USER_DEV_CTL = (USER_DEV_CTL&0x1)?(USER_DEV_CTL&0xFE):(USER_DEV_CTL|0x1);
    elif(ble_has_contained("inv2", 4))
        ble_rcv_size = 0,
        USER_DEV_CTL = (USER_DEV_CTL&0x2)?(USER_DEV_CTL&0xFD):(USER_DEV_CTL|0x2);
    elif(ble_has_contained("inv3", 4))
        ble_rcv_size = 0,
        USER_DEV_CTL = (USER_DEV_CTL&0x4)?(USER_DEV_CTL&0xFB):(USER_DEV_CTL|0x4);
    elif(ble_has_contained("inv4", 4))
        ble_rcv_size = 0,
        USER_DEV_CTL = (USER_DEV_CTL&0x8)?(USER_DEV_CTL&0xF7):(USER_DEV_CTL|0x8);
    elif(ble_has_contained("inv5", 4))
        ble_rcv_size = 0,
        USER_DEV_CTL = (USER_DEV_CTL&0x10)?(USER_DEV_CTL&0xEF):(USER_DEV_CTL|0x10);
    if(ble_has_contained("report", 6)){
        ble_rcv_size = 0;
        Send_Report_To_Smartphone(1);
    }
}

```

```

}

void Fetch_System_Trigger(){
    /*
    SYST_TRIGGER
    MSB  7  6  5  4  3  2  1  0  LSB
    [x] [x] [x] [x] [x] [x] [x] [x]
           |  |  ^~
           |  |  Trigger from Light-dependent resistor
           |  ^~
           |  Trigger from timer_1 (exist for a second)
           ^~
           Trigger from timer_2 (exist for a second)
    */
    Read_AD_Data(0xA4);
    SYST_TRIGGER = (SYST_TRIGGER&0xFE) | ((Read_AD_Data(0xA4)%1000) > 30);
    if(time_equal_cmp(sys_t, timer_1, 0x3F))
        SYST_TRIGGER |= 0x2;
    else
        SYST_TRIGGER &= 0xFD;

    if(time_equal_cmp(sys_t, timer_2, 0x3F))
        SYST_TRIGGER |= 0x4;
    else
        SYST_TRIGGER &= 0xFB;
}

uint8 Update_A_Device_State(uint8 dev, uint8 dev_mask, uint16 clt_dev_sel_mask){
    uint8 res = 0x80; //No-changed
    if((CTL_DEV_SEL&clt_dev_sel_mask) == 0){
        res = bool_casting(USER_DEV_CTL&dev_mask);
    }
    elif((CTL_DEV_SEL&clt_dev_sel_mask) == (0x1<<((dev-1)*2))){
        if(SYST_TRIGGER&_1st_bit_mask)//DAYLIGHT
            res = (SYS_CTL_INV&dev_mask)?1:0;
        else
            res = (SYS_CTL_INV&dev_mask)?0:1;
    }
    elif((CTL_DEV_SEL&clt_dev_sel_mask) == (0x2<<((dev-1)*2))){
        if((SYST_TRIGGER&_2nd_bit_mask))//TIMER 1
            res = (SYS_CTL_INV&dev_mask)?1:0;
    }
    elif((CTL_DEV_SEL&clt_dev_sel_mask) == (0x3<<((dev-1)*2))){
        if((SYST_TRIGGER&_3rd_bit_mask))//TIMER 2
            res = (SYS_CTL_INV&dev_mask)?1:0;
    }
    return res;
}

void Update_Device_State(){
    gp_reg = Update_A_Device_State(1, _1st_bit_mask, DEV1_MASK);
    DEV1 = (gp_reg&0x80)?(DEV1):(gp_reg&0x1);
    gp_reg = Update_A_Device_State(2, _2nd_bit_mask, DEV2_MASK);
    DEV2 = (gp_reg&0x80)?(DEV2):(gp_reg&0x1);
    gp_reg = Update_A_Device_State(3, _3rd_bit_mask, DEV3_MASK);
    DEV3 = (gp_reg&0x80)?(DEV3):(gp_reg&0x1);
    gp_reg = Update_A_Device_State(4, _4th_bit_mask, DEV4_MASK);
    DEV4 = (gp_reg&0x80)?(DEV4):(gp_reg&0x1);
    gp_reg = Update_A_Device_State(5, _5th_bit_mask, DEV5_MASK);
    DEV5 = (gp_reg&0x80)?(DEV5):(gp_reg&0x1);
}

void MODE_RIGHT(){
    switch (DISP_MODE) {
        case MODE_NORMAL: return;
        case MODE_SETUP: return;
        case MODE_SETUP_TIME: DISP_MODE = MODE_SETUP_DEVICE; return;
        case MODE_SETUP_DEVICE: DISP_MODE = MODE_SETUP_TIME; return;
        case MODE_SETUP_DEVICE_1_DISP: ++DISP_MODE; return;
        case MODE_SETUP_DEVICE_2_DISP: ++DISP_MODE; return;
        case MODE_SETUP_DEVICE_3_DISP: ++DISP_MODE; return;
        case MODE_SETUP_DEVICE_4_DISP: ++DISP_MODE; return;
        case MODE_SETUP_DEVICE_5_DISP: DISP_MODE = MODE_SETUP_DEVICE_1_DISP; return;
        case MODE_SETUP_TIME_SYSTEM_DISP: ++DISP_MODE; return;
    }
}

```



```

        case MODE_SETUP_TIME_TIMER_1_DISP: ++DISP_MODE; return;
        case MODE_SETUP_TIME_TIMER_2_DISP: DISP_MODE = MODE_SETUP_TIME_SYSTEM_DISP; return;
    }
}

void MODE_LEFT(){
    switch (DISP_MODE) {
        case MODE_NORMAL: return;
        case MODE_SETUP: return;
        case MODE_SETUP_TIME: DISP_MODE = MODE_SETUP_DEVICE; return;
        case MODE_SETUP_DEVICE: DISP_MODE = MODE_SETUP_TIME; return;
        case MODE_SETUP_DEVICE_1_DISP: DISP_MODE = MODE_SETUP_DEVICE_5_DISP; return;
        case MODE_SETUP_DEVICE_2_DISP: --DISP_MODE; return;
        case MODE_SETUP_DEVICE_3_DISP: --DISP_MODE; return;
        case MODE_SETUP_DEVICE_4_DISP: --DISP_MODE; return;
        case MODE_SETUP_DEVICE_5_DISP: --DISP_MODE; return;
        case MODE_SETUP_TIME_SYSTEM_DISP: DISP_MODE = MODE_SETUP_TIME_TIMER_2_DISP; return;
        case MODE_SETUP_TIME_TIMER_1_DISP: --DISP_MODE; return;
        case MODE_SETUP_TIME_TIMER_2_DISP: --DISP_MODE; return;
    }
}

void Mode_Change(){
    //uint8 found;
    uint32 REMOTE_CODE = read_extracted_frame();

    if(REMOTE_CODE){
        switch (REMOTE_CODE) {
            case PLAY_PAUSE:
                if(DISP_MODE != MODE_NORMAL)
                    MODE_DOWN(); break;
            case MODE:
                if(DISP_MODE == MODE_NORMAL){
                    DISP_MODE = MODE_SETUP; break;
                } elif(DISP_MODE == MODE_SETUP){
                    DISP_MODE = MODE_NORMAL; break;
                } else{
                    MODE_UP(); break;
                }
            case NEXT: MODE_RIGHT(); break;
            case PREV: MODE_LEFT(); break;
        }
    }
}

void Mode_Process(){
    switch (DISP_MODE) {
        case MODE_NORMAL: Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x3); return;
        case MODE_SETUP:
            Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x1);
            // UART_Bytes_Transmit("\nSETUP MODE\n", 0);
            LCD_Simple_Set_Text_1("SETUP MODE      ", 0, 1, 0);
            return;
        case MODE_SETUP_TIME:
            Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x1);
            // UART_Bytes_Transmit("\nSETUP TIME\n", 0);
            LCD_Simple_Set_Text_1("SETUP TIME      ", 0, 1, 0);
            return;
        case MODE_SETUP_TIME_SYSTEM_DISP:
            Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x1);
            // UART_Bytes_Transmit("\nSETUP SYSTEM_TIME\n", 0);
            LCD_Simple_Set_Text_1("SETUP SYS_TIME  ", 0, 1, 0);
            return;
        case MODE_SETUP_TIME_SYSTEM_ACTION:
            MODE_UP();
            if(Setup_Time(&sys_t)) DS1302_Write_Time(&sys_t, 0x37);
            return;
        case MODE_SETUP_TIME_TIMER_1_DISP:
            Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x1);
            // UART_Bytes_Transmit("\nSETUP TIMER_1\n", 0);
            LCD_Simple_Set_Text_1("SETUP TIMER_1   ", 0, 1, 0);
            return;
        case MODE_SETUP_TIME_TIMER_1_ACTION:
            MODE_UP();
            Setup_Time(&timer_1);
            return;
        case MODE_SETUP_TIME_TIMER_2_DISP:
            Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x1);
            // UART_Bytes_Transmit("\nSETUP TIMER_2\n", 0);
            LCD_Simple_Set_Text_1("SETUP TIMER_2   ", 0, 1, 0);
            return;
        case MODE_SETUP_TIME_TIMER_2_ACTION:
            MODE_UP();
            Setup_Time(&timer_2);
    }
}

```

```

        return;
    case MODE_SETUP_DEVICE:
        Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x1);
        // UART_Bytes_Transmit("\nSETUP DEVICE\n", 0);
        LCD_Simple_Set_Text_1("SETUP DEVICE  ", 0, 1, 0);
        return;
    case MODE_SETUP_DEVICE_1_DISP:
        Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x1);
        // UART_Bytes_Transmit("\nSETUP DEVICE 1\n", 0);
        LCD_Simple_Set_Text_1("SETUP DEVICE 1 ", 0, 1, 0);
        return;
    case MODE_SETUP_DEVICE_1_ACTION:
        //Call set up function!
        MODE_UP();
        gp_reg = Setup_Device();
        if(gp_reg&0x80) return;
        CTL_DEV_SEL = (CTL_DEV_SEL&0xFFFC) | (gp_reg&0x3);
        SYS_CTL_INV = (SYS_CTL_INV&0xFE) | ((gp_reg>>2)&0x1);
        if(gp_reg&0x10) return; //not set dev-state
        USER_DEV_CTL = (USER_DEV_CTL&0xFE) | ((gp_reg>>3)&0x1);
        return;
    case MODE_SETUP_DEVICE_2_DISP:
        Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x1);
        // UART_Bytes_Transmit("\nSETUP DEVICE 2\n", 0);
        LCD_Simple_Set_Text_1("SETUP DEVICE 2 ", 0, 1, 0);
        return;
    case MODE_SETUP_DEVICE_2_ACTION:
        //Call set up function!
        MODE_UP();
        gp_reg = Setup_Device();
        if(gp_reg&0x80) return;
        CTL_DEV_SEL = (CTL_DEV_SEL&0xFFF3) | ((gp_reg&0x3)<<2);
        SYS_CTL_INV = (SYS_CTL_INV&0xFD) | ((gp_reg>>1)&0x2);
        if(gp_reg&0x10) return; //not set dev-state
        USER_DEV_CTL = (USER_DEV_CTL&0xFD) | ((gp_reg>>2)&0x2);
        return;
    case MODE_SETUP_DEVICE_3_DISP:
        Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x1);
        // UART_Bytes_Transmit("\nSETUP DEVICE 3\n", 0);
        LCD_Simple_Set_Text_1("SETUP DEVICE 3 ", 0, 1, 0);
        return;
    case MODE_SETUP_DEVICE_3_ACTION:
        MODE_UP();
        gp_reg = Setup_Device();
        if(gp_reg&0x80) return;
        CTL_DEV_SEL = (CTL_DEV_SEL&0xFFCF) | ((gp_reg&0x3)<<4);
        SYS_CTL_INV = (SYS_CTL_INV&0xFB) | ((gp_reg)&0x4);
        if(gp_reg&0x10) return; //not set dev-state
        USER_DEV_CTL = (USER_DEV_CTL&0xFB) | ((gp_reg>>1)&0x4);
        return;
    case MODE_SETUP_DEVICE_4_DISP:
        Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x1);
        // UART_Bytes_Transmit("\nSETUP DEVICE 4\n", 0);
        LCD_Simple_Set_Text_1("SETUP DEVICE 4 ", 0, 1, 0);
        return;
    case MODE_SETUP_DEVICE_4_ACTION:
        MODE_UP();
        gp_reg = Setup_Device();
        if(gp_reg&0x80) return;
        CTL_DEV_SEL = (CTL_DEV_SEL&0xFF3F) | ((gp_reg&0x3)<<6);
        SYS_CTL_INV = (SYS_CTL_INV&0xF7) | ((gp_reg<<1)&0x8);
        if(gp_reg&0x10) return; //not set dev-state
        USER_DEV_CTL = (USER_DEV_CTL&0xF7) | ((gp_reg)&0x8);
        return;
    case MODE_SETUP_DEVICE_5_DISP:
        Time_Data_Display("TIME:  ", "DATE:  ", sys_t, 0x1);
        // UART_Bytes_Transmit("\nSETUP DEVICE 5\n", 0);
        LCD_Simple_Set_Text_1("SETUP DEVICE 5 ", 0, 1, 0);
        return;
    case MODE_SETUP_DEVICE_5_ACTION:
        MODE_UP();
        gp_reg = Setup_Device();
        if(gp_reg&0x80) return;
        CTL_DEV_SEL = (CTL_DEV_SEL&0xFCFF) | ((gp_reg&0x3)<<8);
        SYS_CTL_INV = (SYS_CTL_INV&0xEF) | ((gp_reg<<2)&0x10);
        if(gp_reg&0x10) return; //not set dev-state
        USER_DEV_CTL = (USER_DEV_CTL&0xEF) | ((gp_reg<<1)&0x10);
        return;
    default:
        UART_Bytes_Transmit("\nSYSTEM FAULT!!!\nPLS PRESS RESET!!!\n", 0);
        LCD_Simple_Set_Text_2("Wrong MODE...", 0, 0, 0);
        LCD_Simple_Set_Text_1("PLS press RESET", 0, 1, 0);
}

```

	<pre>}  void Hello() {     UART_Bytes_Transmit("\nHello!\nFrom ngxx.fus!\n", 0);     LCD_Simple_Set_Text_2("Hello!",0, 0, 0);     LCD_Simple_Set_Text_1("From NGXXFUS :&gt;",0, 1, 0);     delay_ms(2000); }  void Main_Initial() {     LCD_Initial();     DS1302_Initial();     IR_Reading_Initial();     Bluetooth_UART_Initial();     SPI_Initial();     //-----//     Hello();     //-----//     DS1302_Write_Time(&amp;sys_t, 0x7F);     //-----//     CTL_DEV_SEL=0x0E4;     SYS_CTL_INV=0x2;     USER_DEV_CTL=0x0; } }</pre>
--	---

main.c

main.c	<pre>#include "main.h"  int main(void) {     Main_Initial();     while(0x1) {         Fetch_System_Time();         Send_Report_To_Smartphone(0);         Fetch_User_Control();         Fetch_System_Trigger();         Update_Device_State();         Mode_Change();         Mode_Process();         // delay_ms(300);     }     return 0; }</pre>
--------	--