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PIC Target Board User Manual

Student Name: _____

Class: _____ ***Batch:*** _____

Subject: _____

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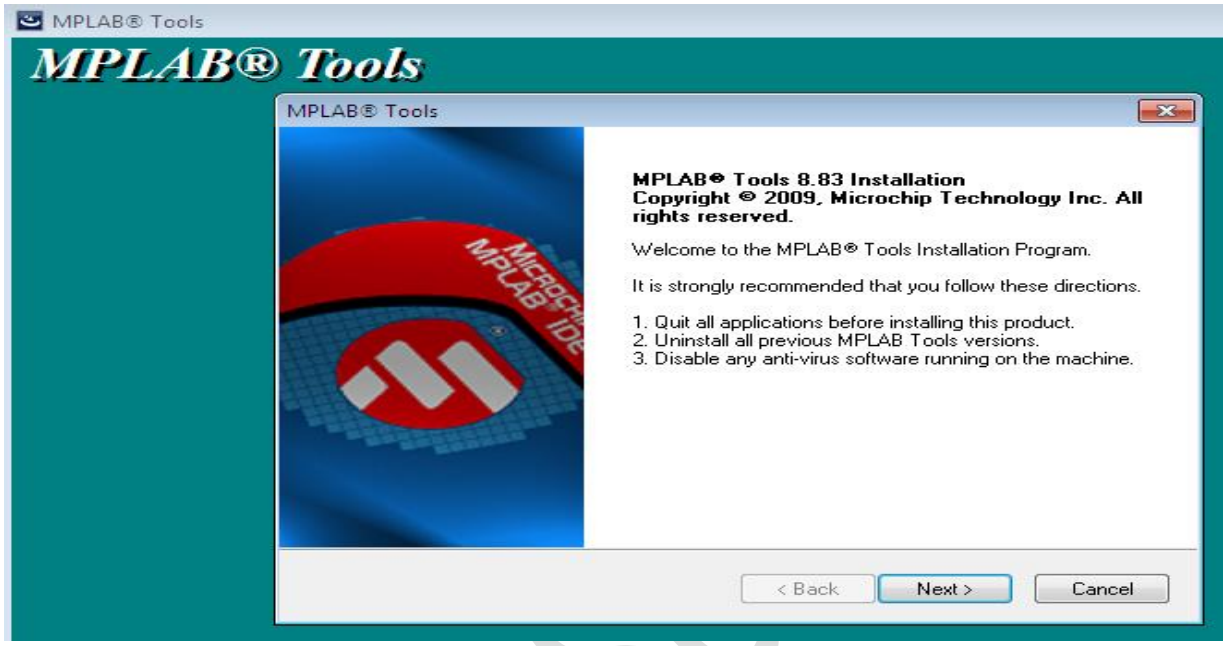
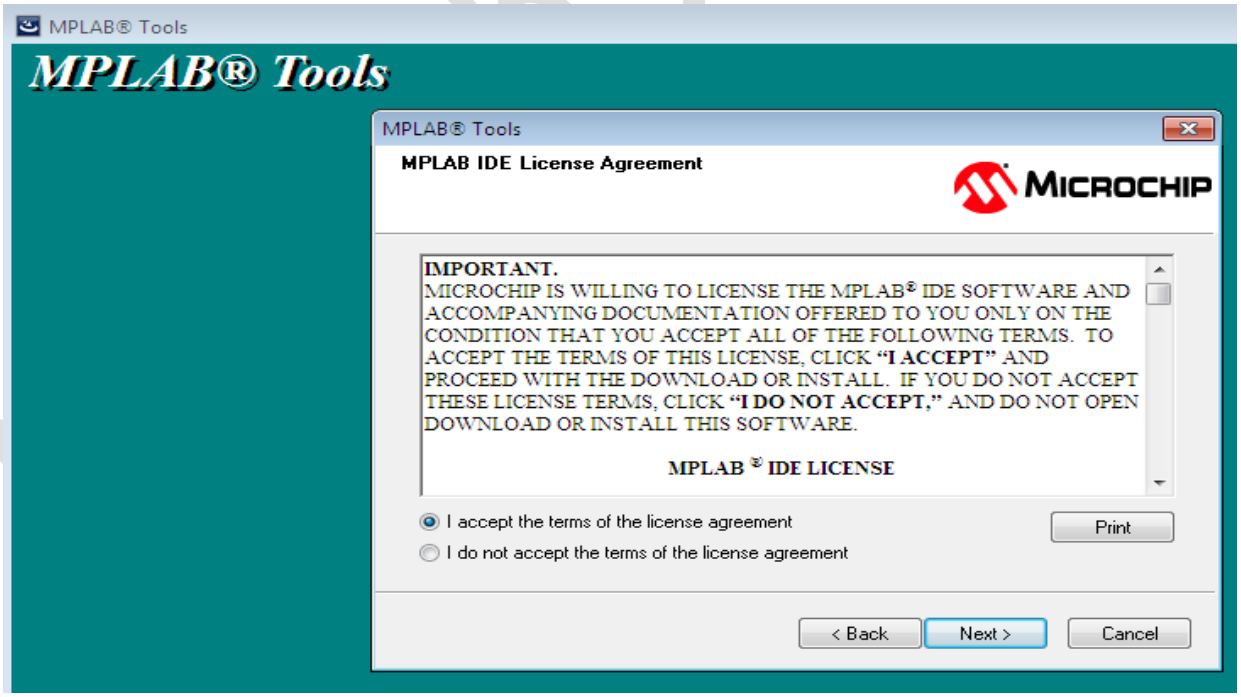
User Guide for PIC Software

Steps for Installation of MPLAB IDE software

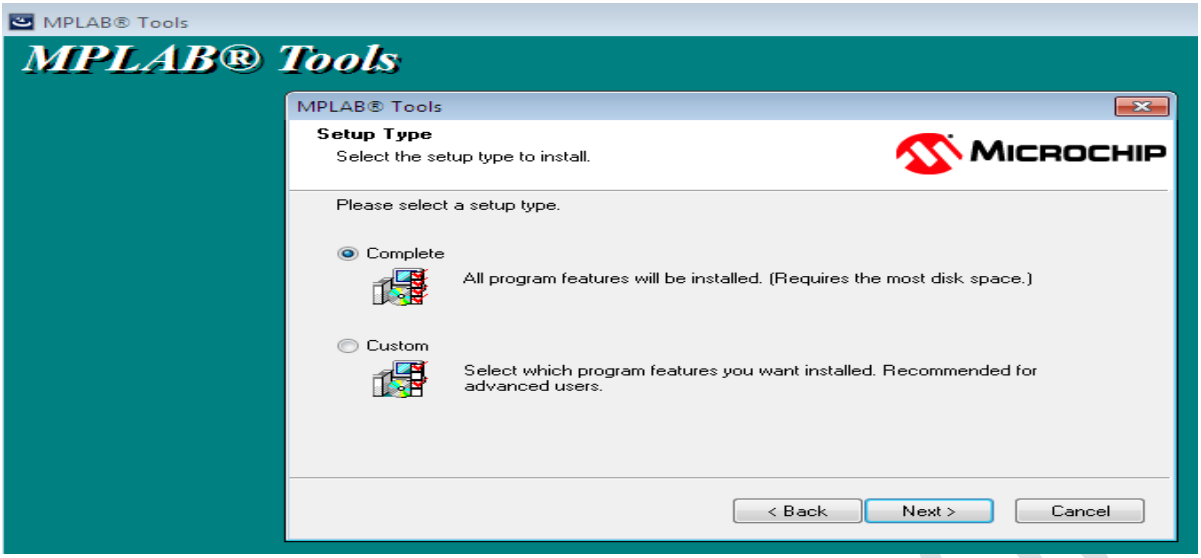
1. Double click on setup.exe file of MPLAB IDE.
2. Click Next>.



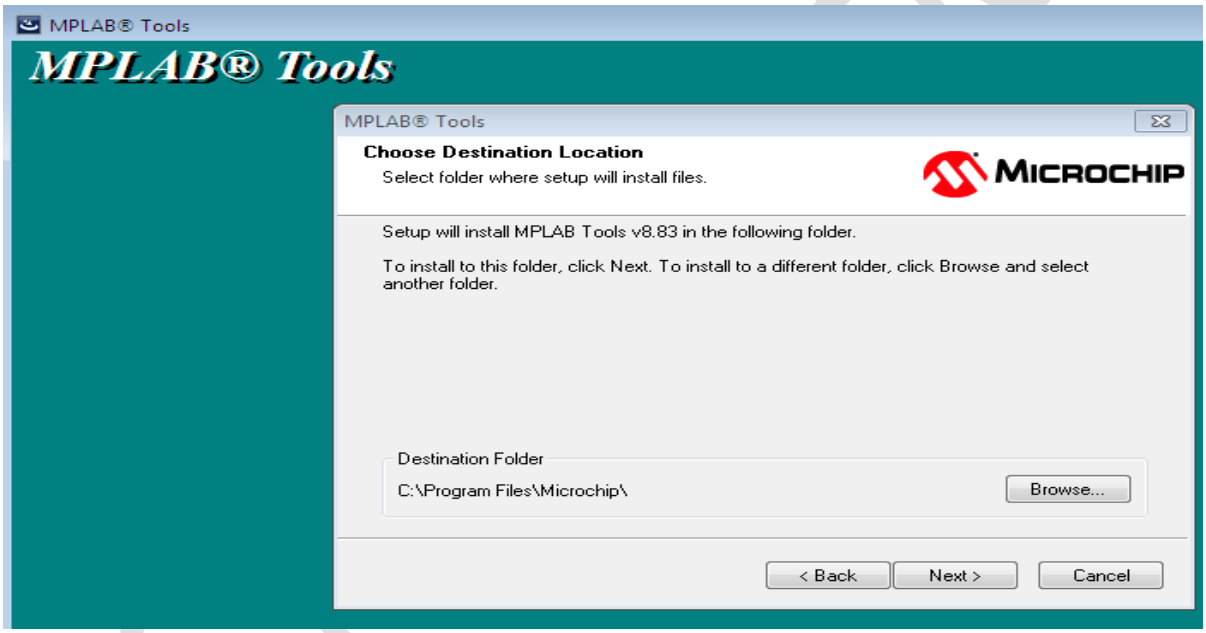
3. Accept the license agreement and click on Next>.



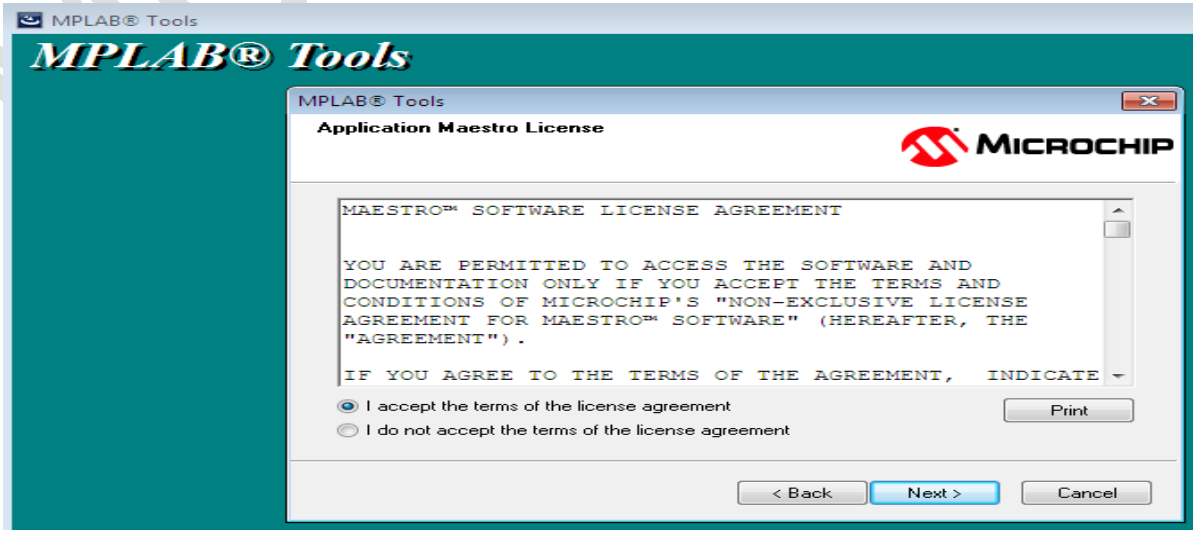
4. Select the setup type to install as a complete and click on Next>.



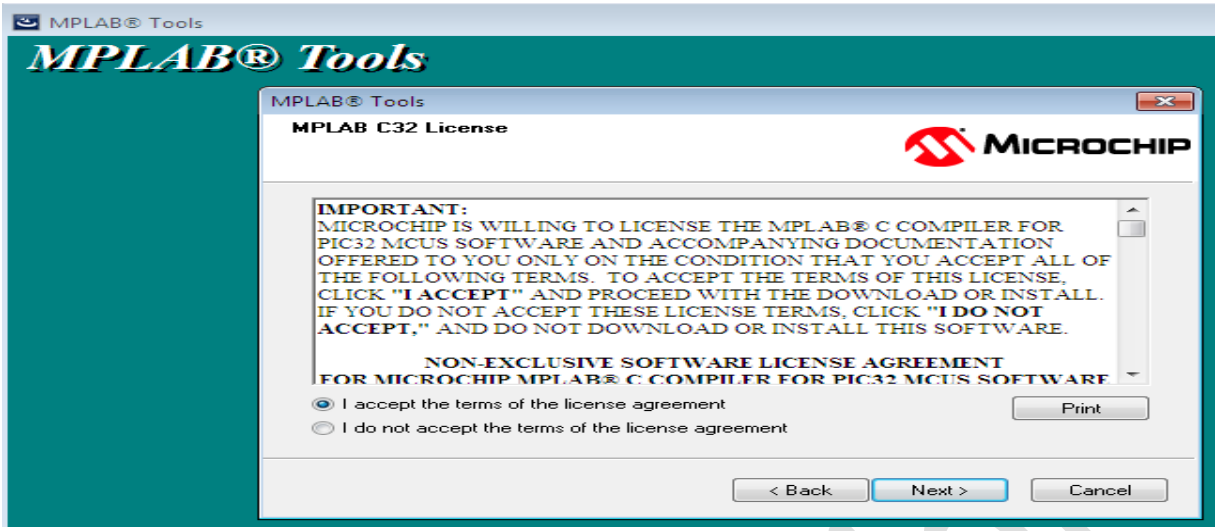
5. Select the folder for installation and click on Next>.



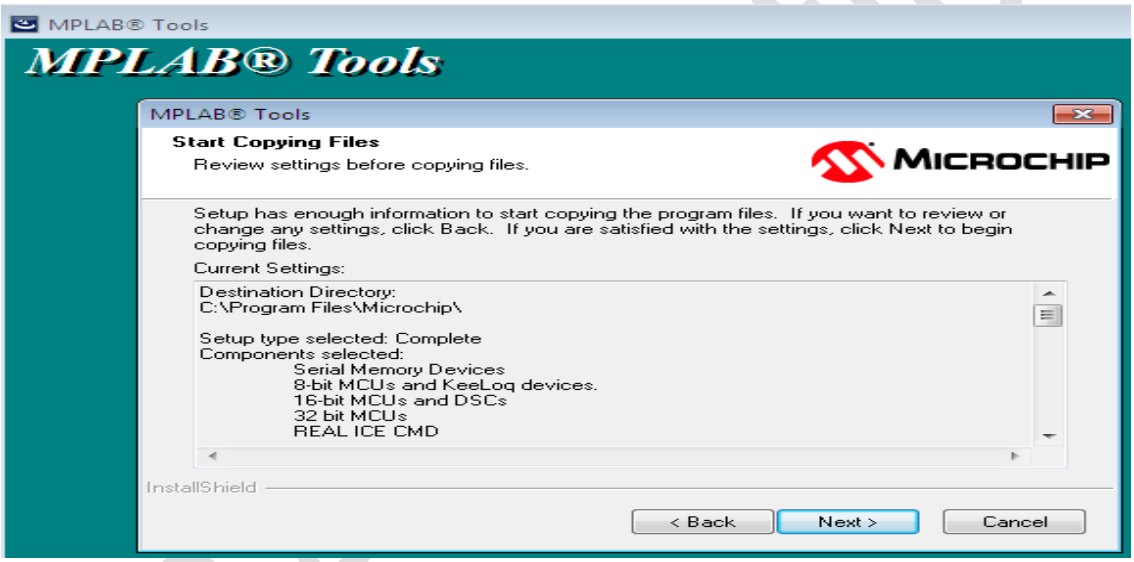
6. Accept the license agreement and click on Next>.



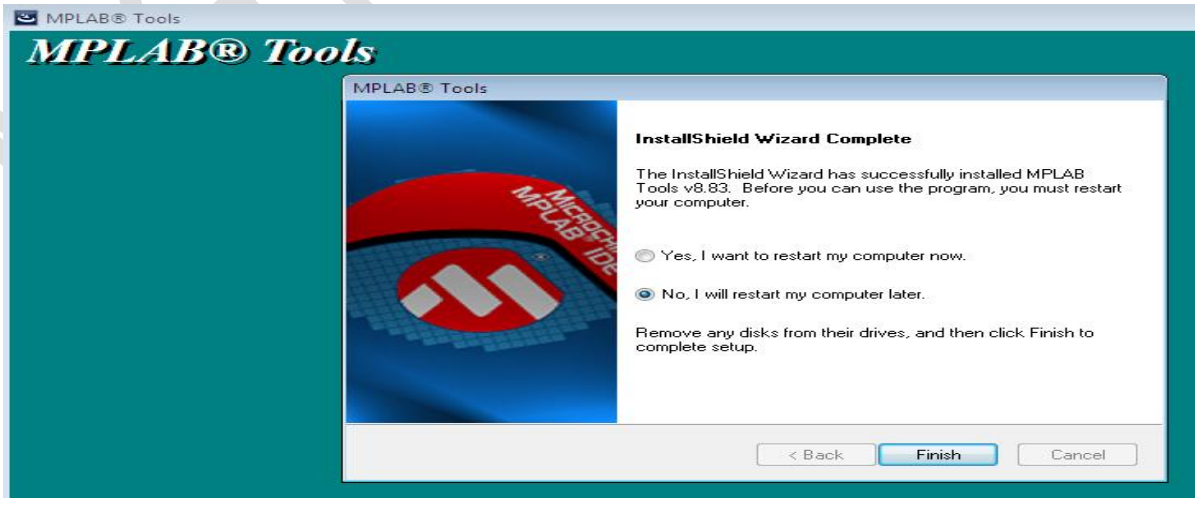
7. Accept the license agreement for MPLAB C32 and click on Next>.



8. Review settings before copping file and click on Next>.



9. Installation begins.
10. After installation is complete, click on Finish.



11. The icon for MPLAB IDE is appeared on the desktop.

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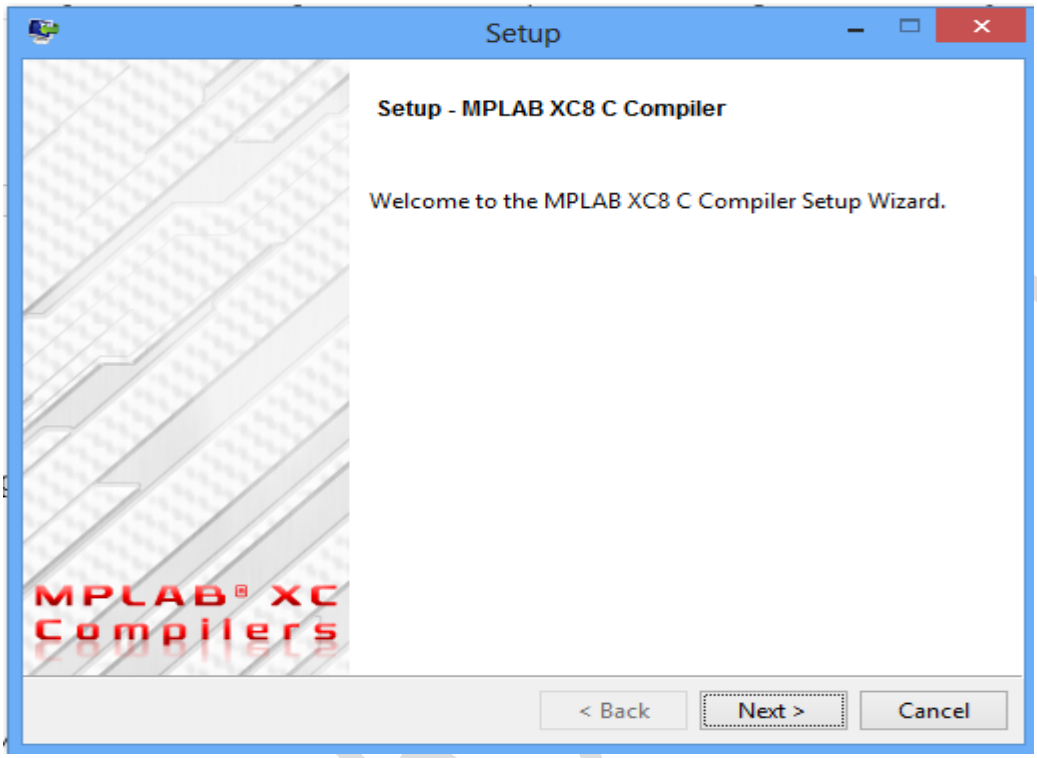
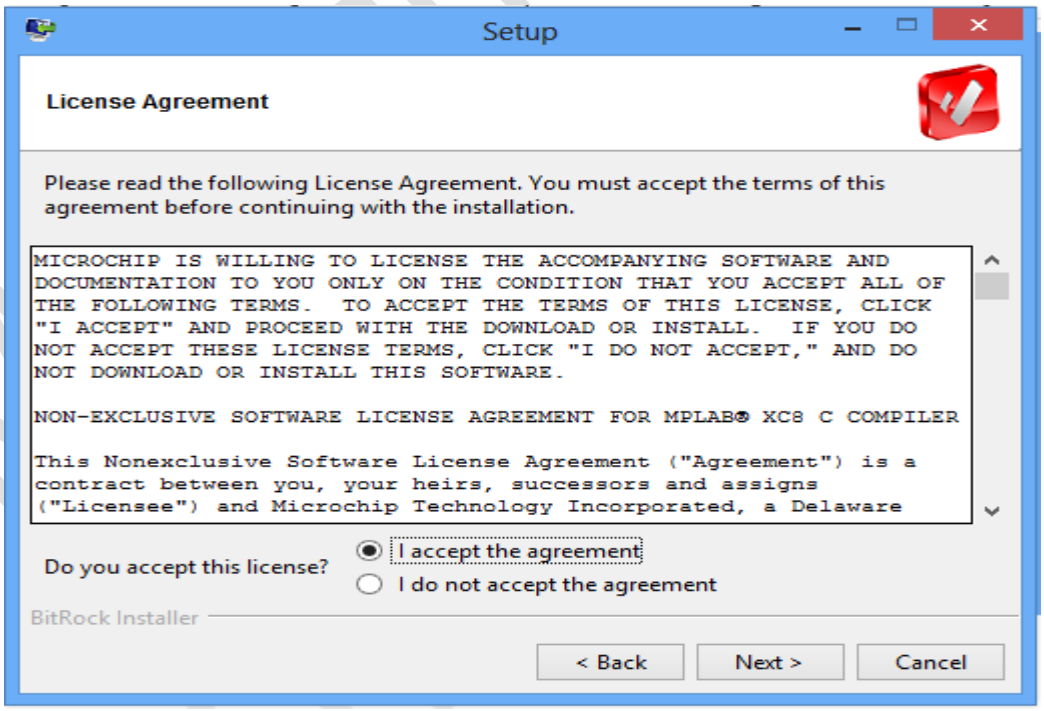
Steps for installation of C-compiler

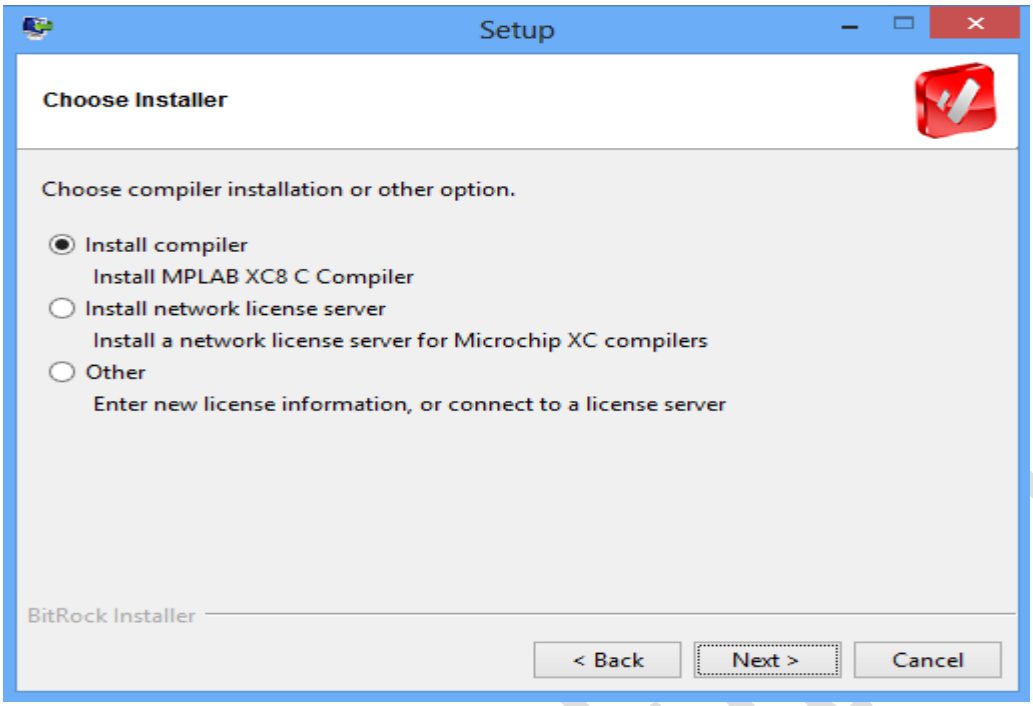
1. Double click on application file of XC8 compiler.
2. Click Next>.



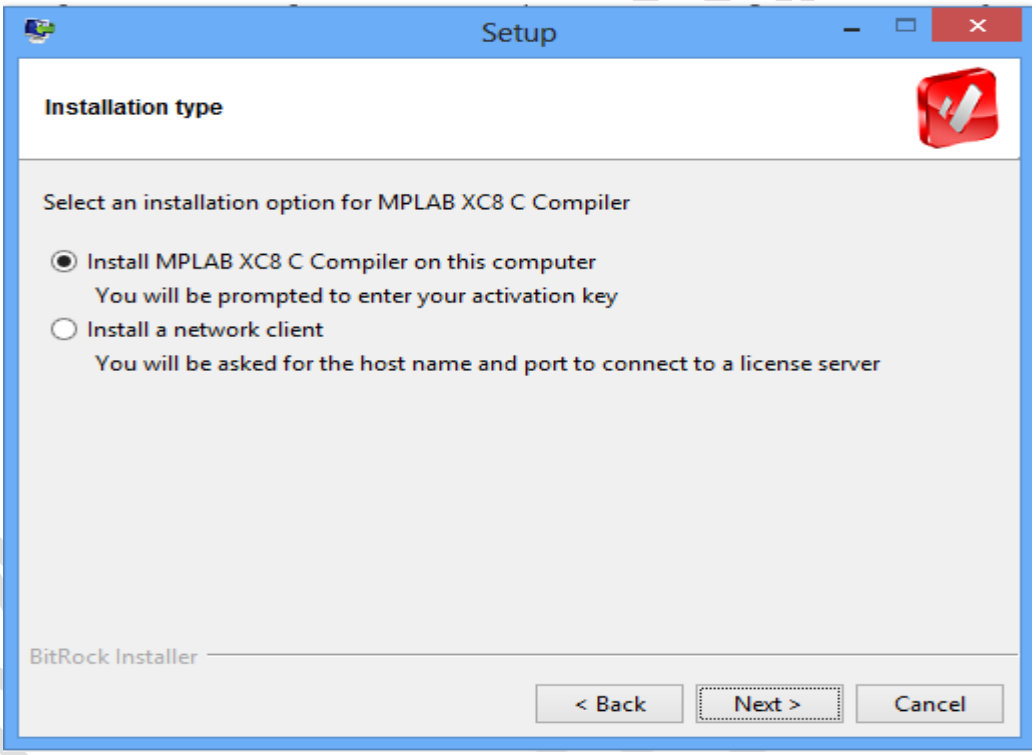
3. Select “I accept the agreement” and Click on Next.



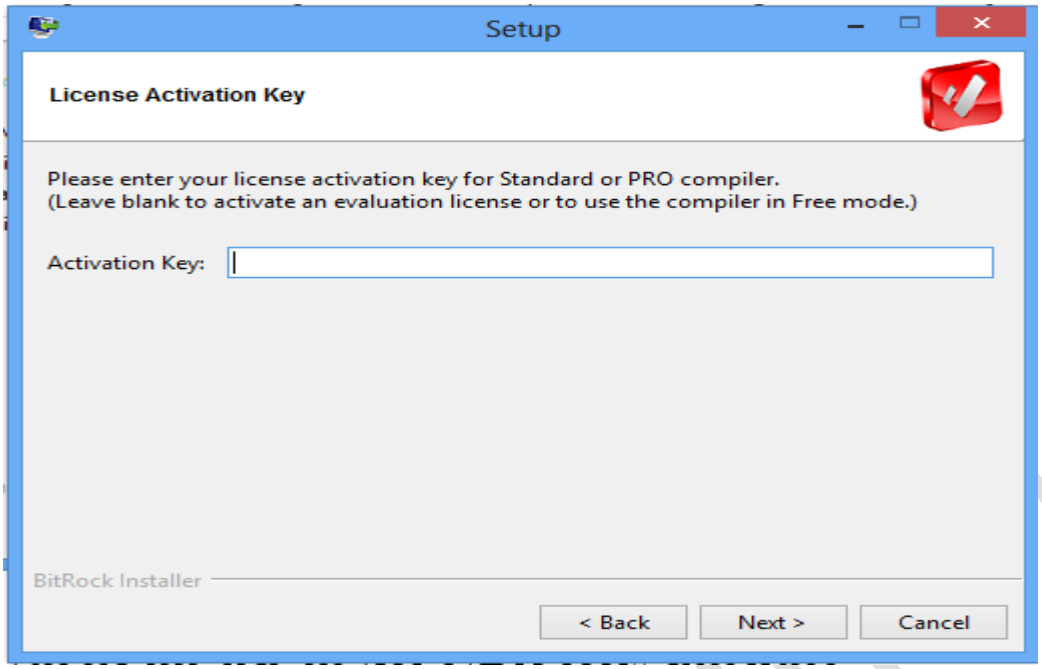
4. Select “Install Compiler” option and click on next.



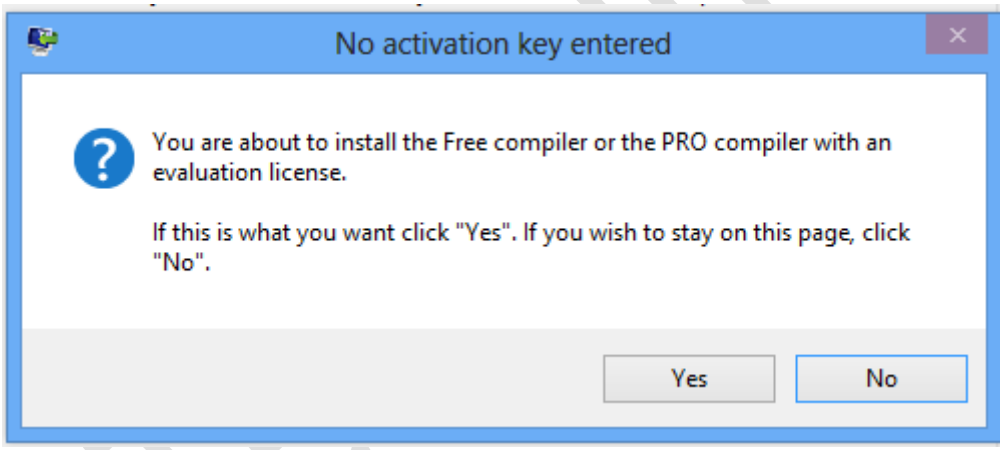
5. Select first option and click on Next.



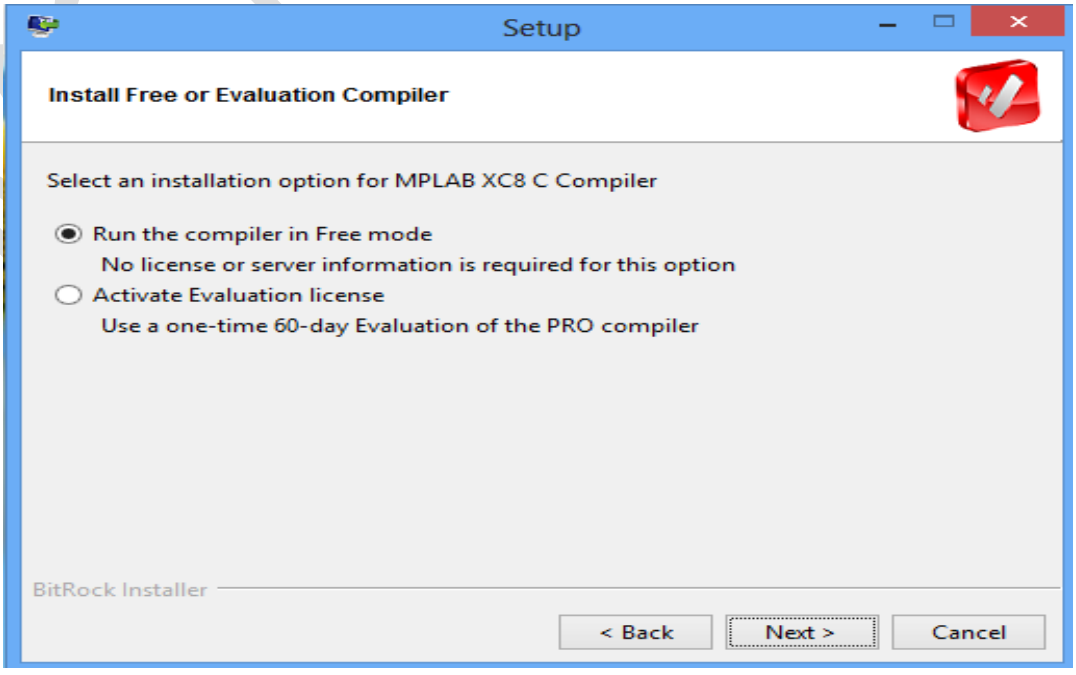
6. Click on Next without any Activation key.



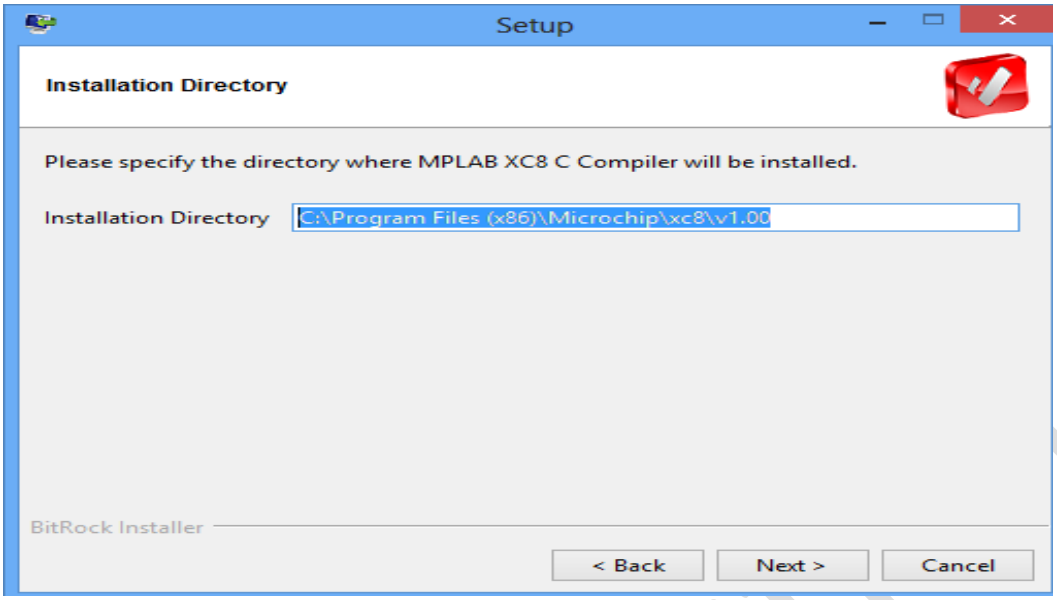
7. Select “Yes” to install evaluation license.



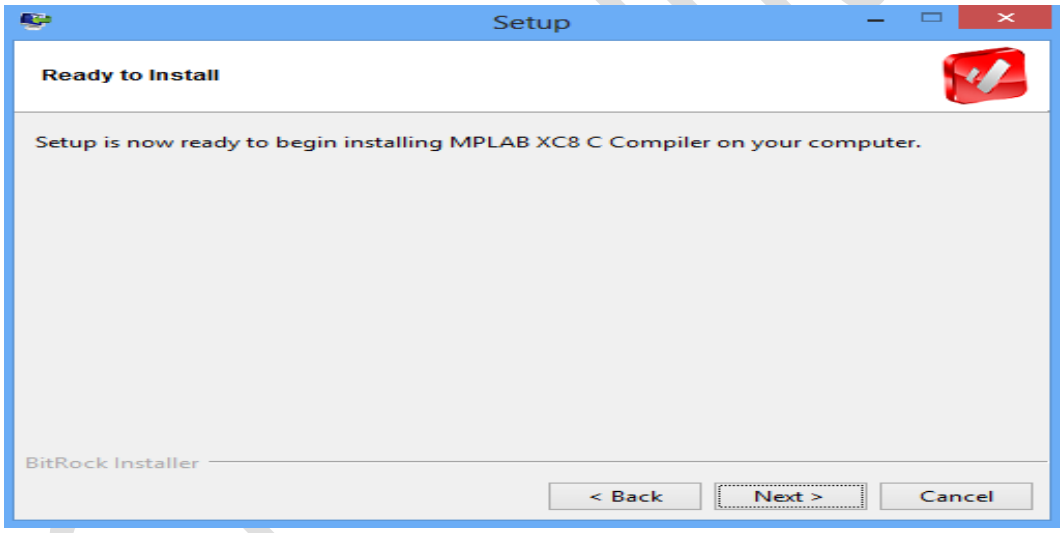
8. Select first option and click on Next.



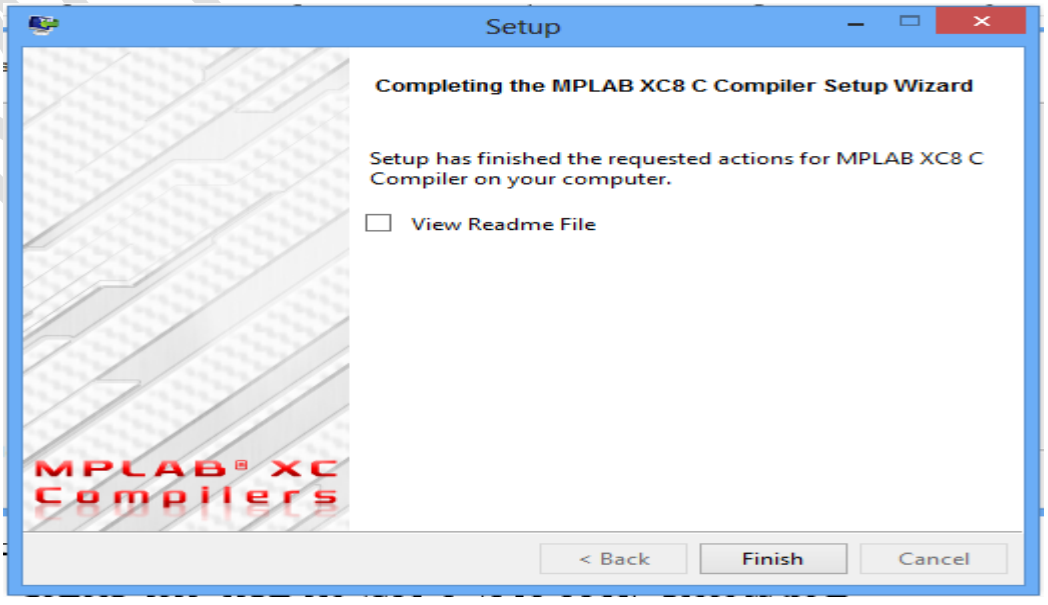
9. Select installation directory and click on Next.



10. Click on Next.

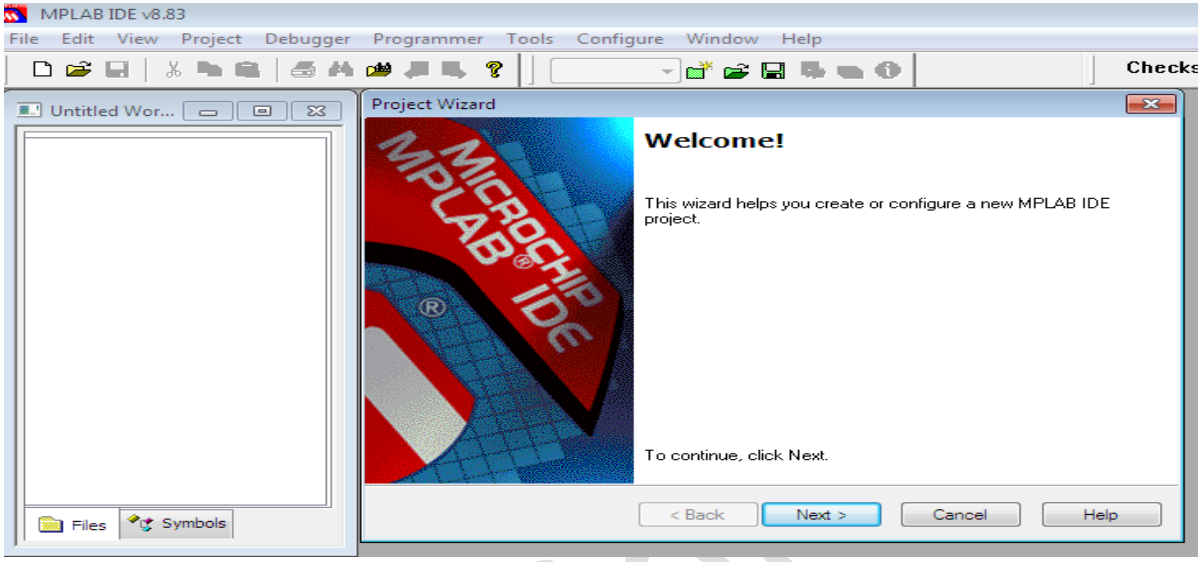


11. After installation completed, click on Finish.

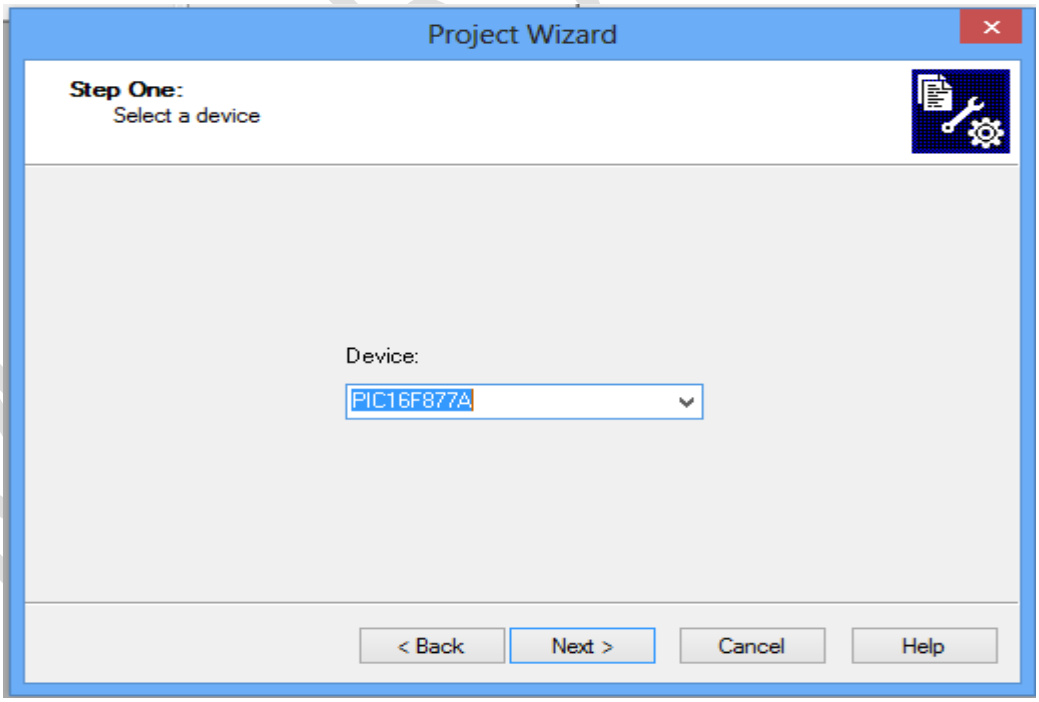


Steps for use of MPLAB IDE software

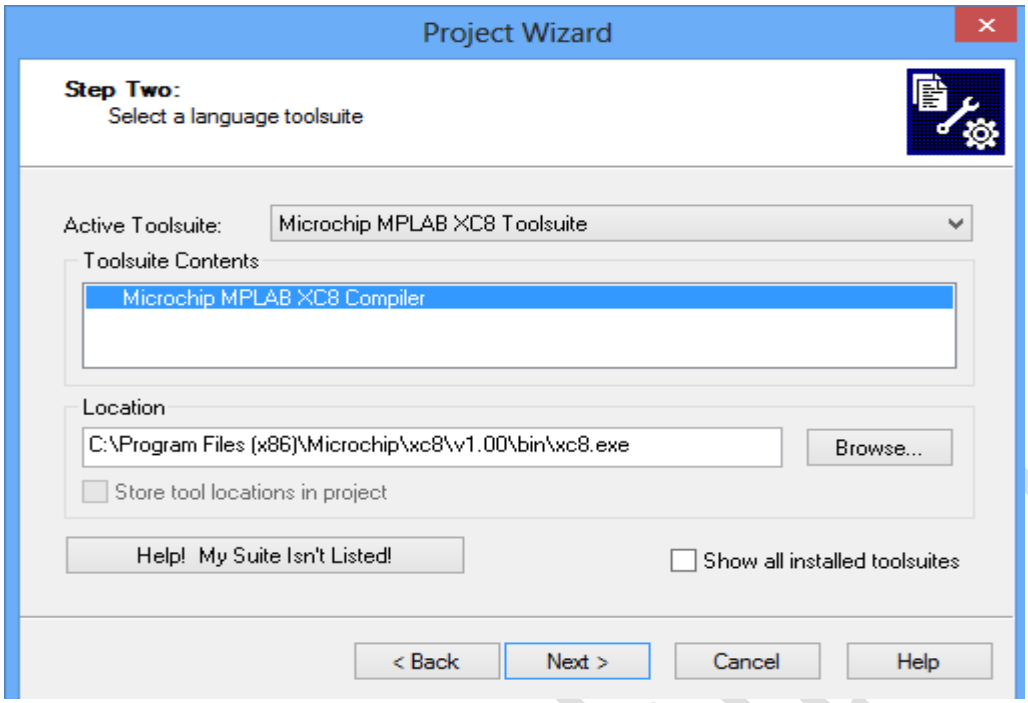
1. Double click on MPLAB IDE v8.83 icon on the desktop.
2. Close the project if any open. Go to Project -> Close Project.
3. To create new project, go to Project -> Project Wizard. Project Wizard window will open.



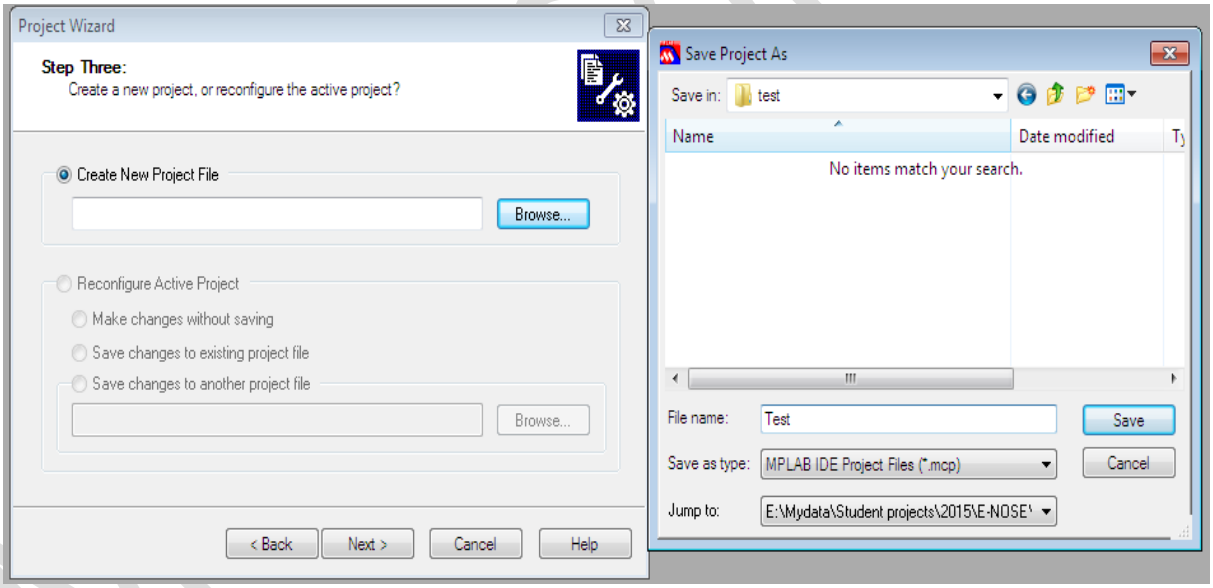
4. To continue, click on Next>.
5. Select device -> PIC16F877A. Click on Next>.



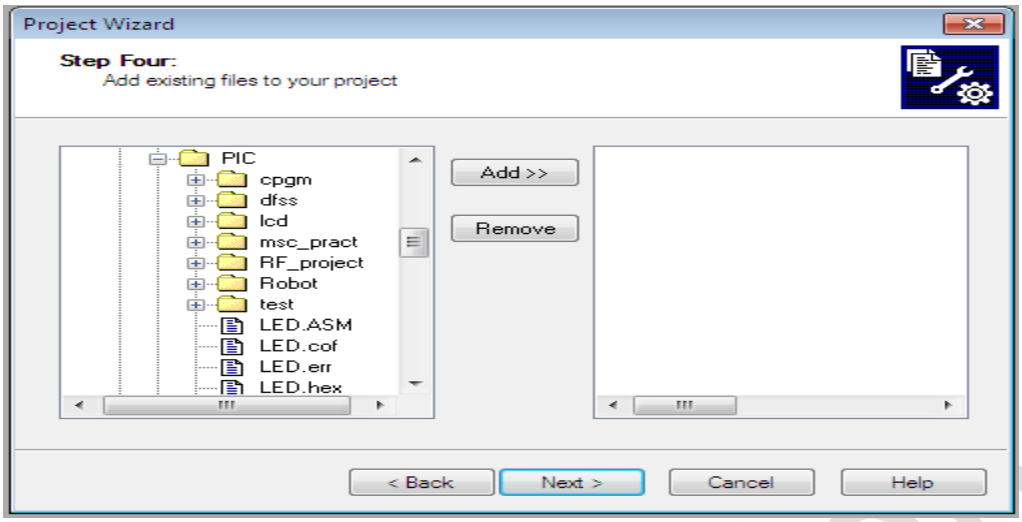
6. Select a Language Tool suite. For C language select Microchip MPLAB XC8 Tool suite. Click on Next>.



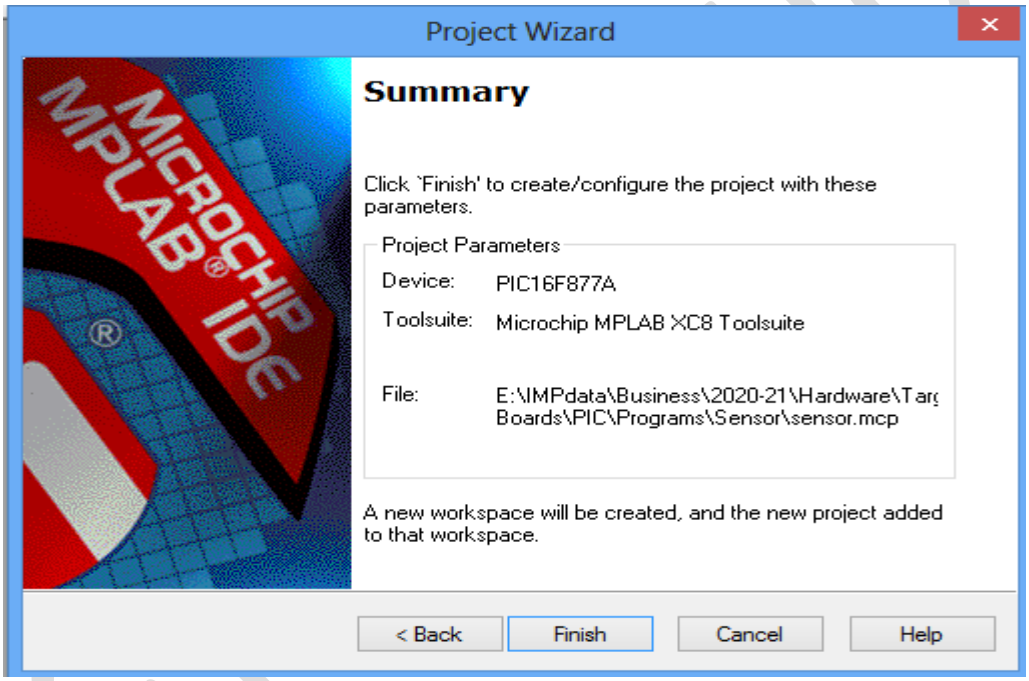
7. Click on Browse select the destination folder for new project, give name and save. Then click on Next>.



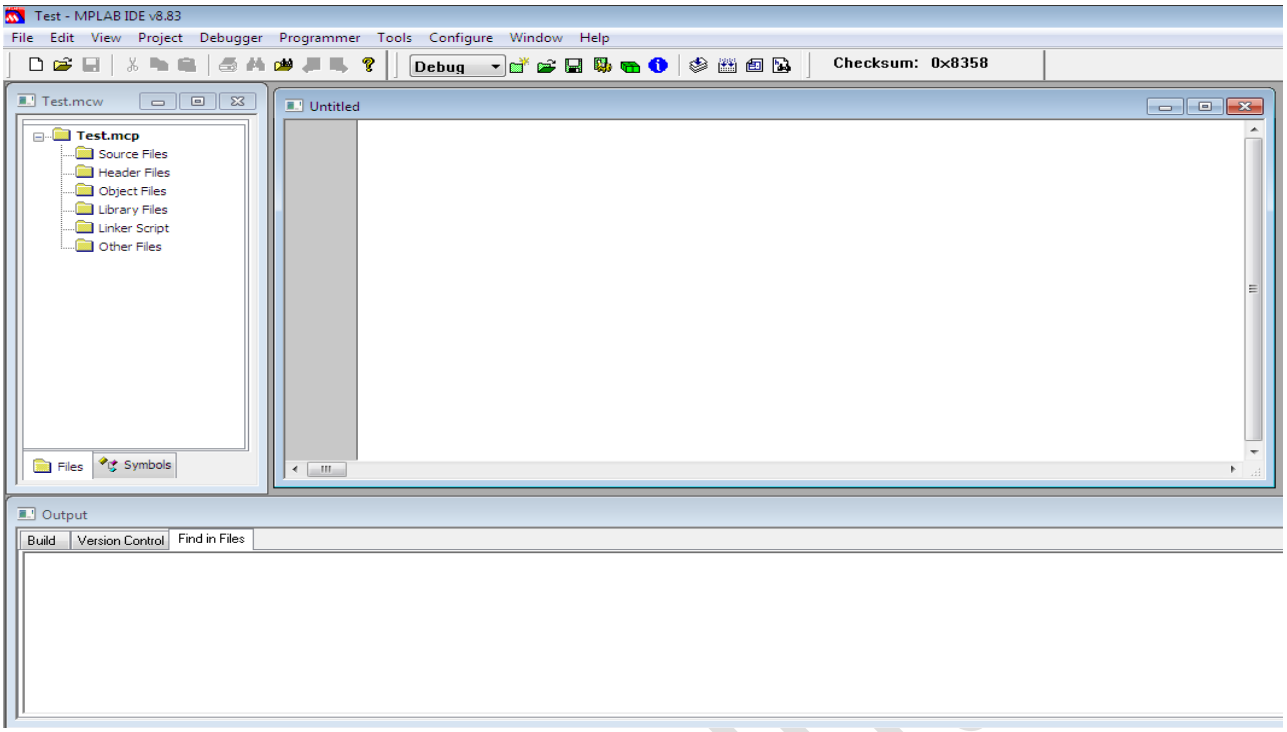
8. Add existing files to your project (if any). Click on Next>.



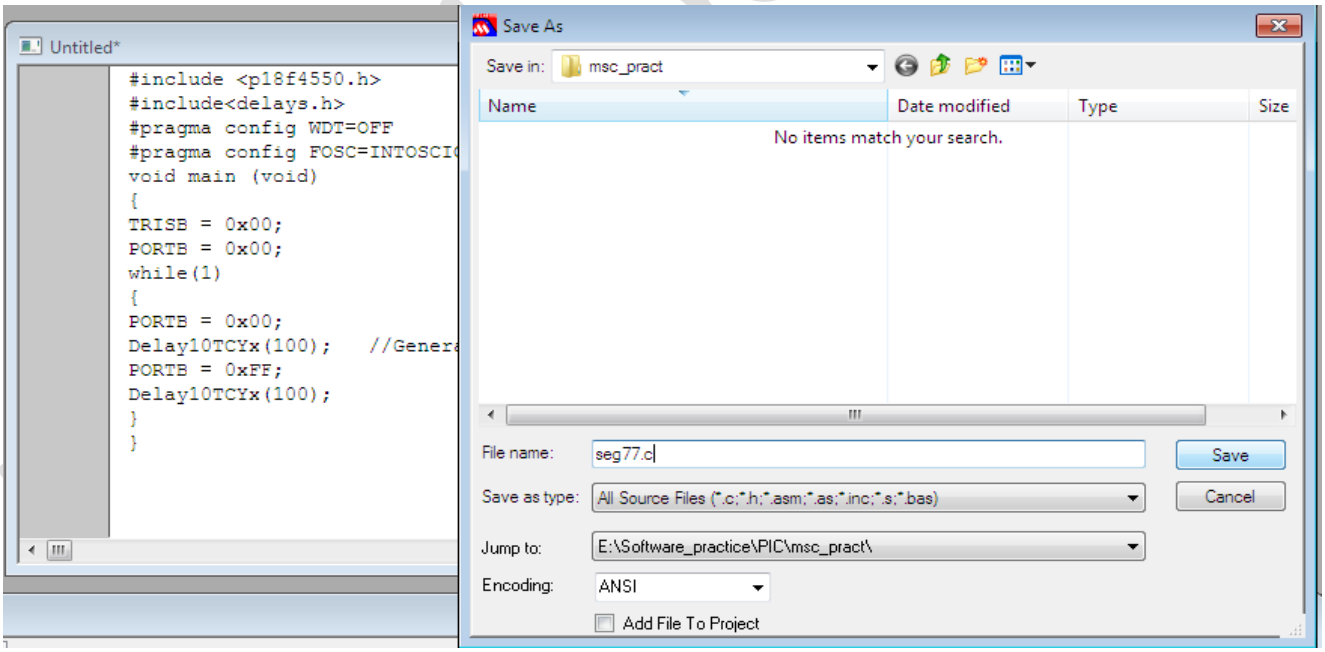
9. Check summary and click on Finish.



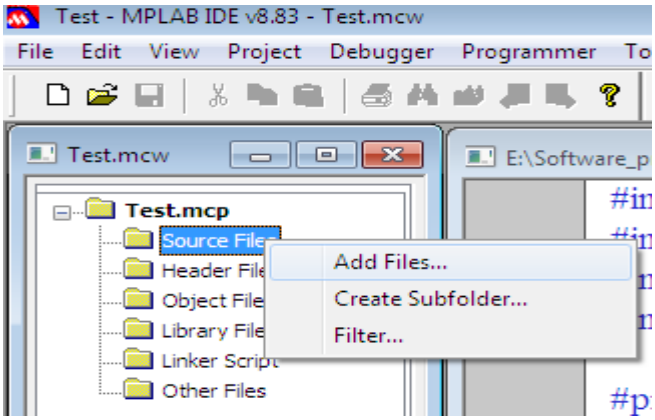
10. New project is created. Now there are two different windows are open: Project window & output window.
11. To create new program file go to File-> New. The three windows shown below:



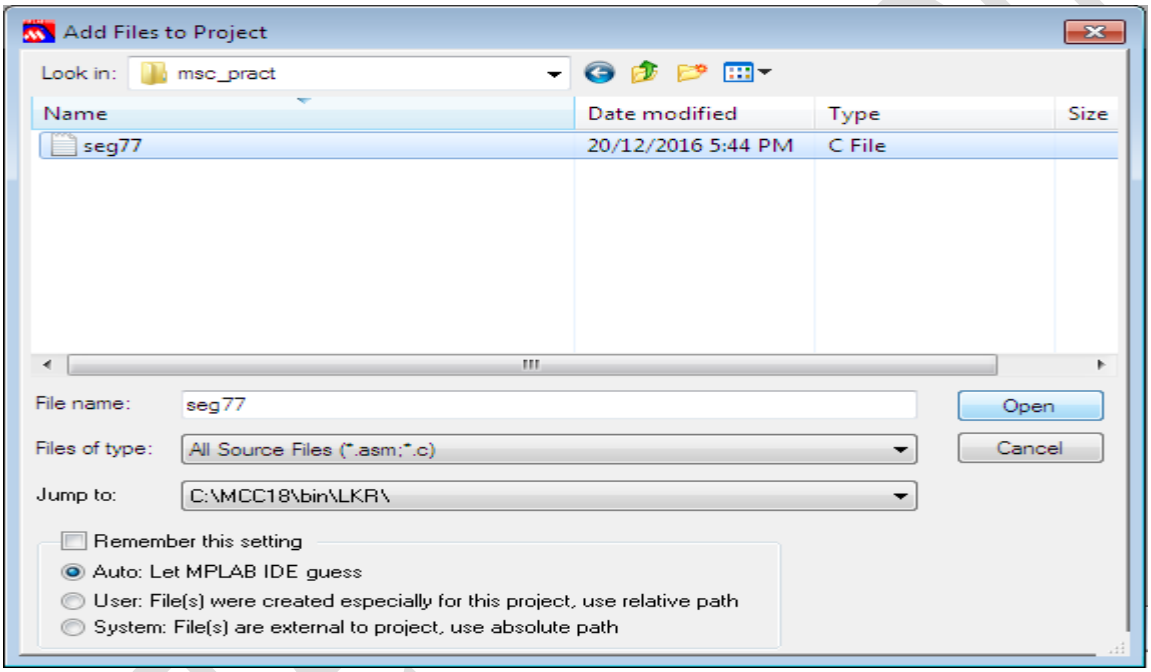
12. Write a program in program file. Then to save the file go to File-> Save. Select the same folder where project is save and give the file name with **.c extension** if program is written in 'C' language and with **.asm extension** if program written in assembly language.



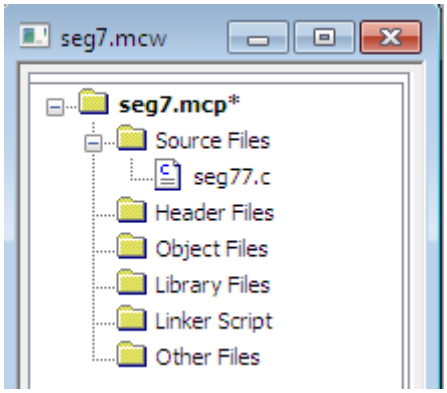
13. After program is save successfully it becomes colorful.
14. Then go to project window and right click on **Source Files**, select Add Files….



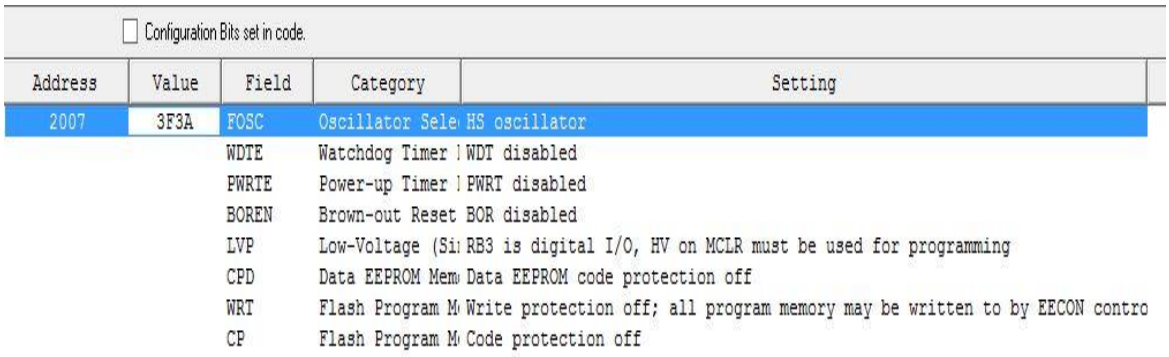
15. Then select the **.asm or .c** file saved in previous steps from the same folder. Click on Open.



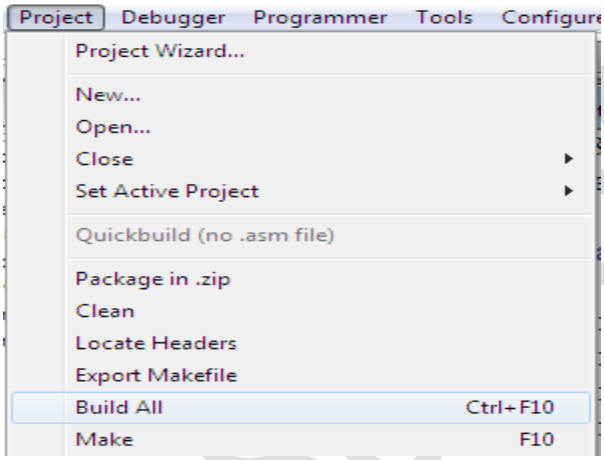
16. After program file is added, Project window looks like below.



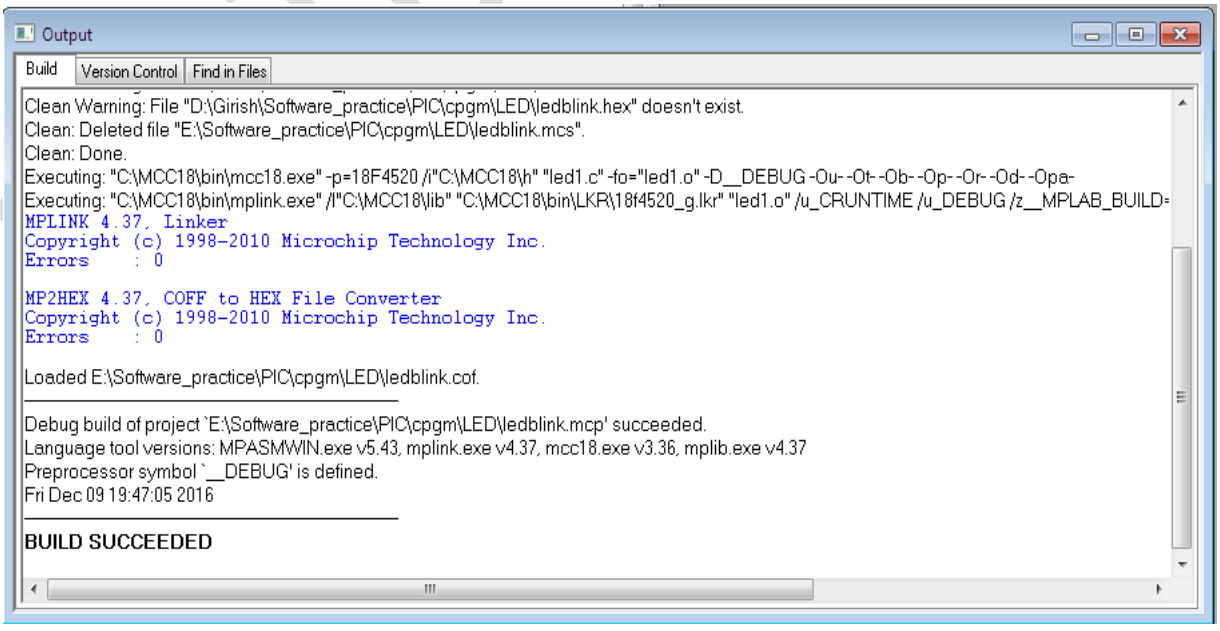
17. After all this perform the configuration settings. Go to Configure -> Configuration bits and perform following settings.



18. Go to Project-> Build All.



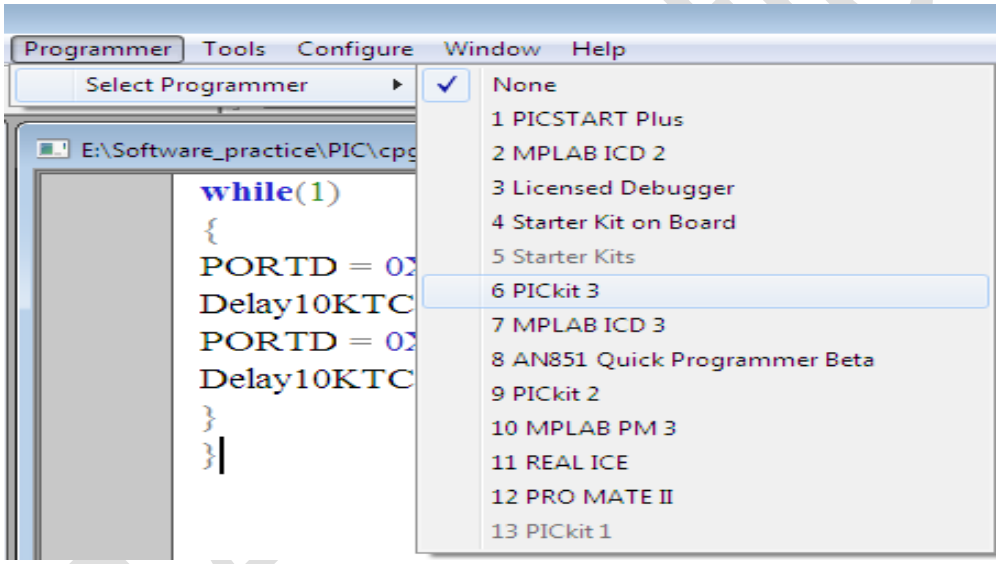
19. After project is build, it check for any errors by the compiler and if there are no errors it is converted into machine language and save in a file by .hex extension in the same folder where project is save.
20. The output window shows the errors or warnings if any; if not it shows the message **BUILD SUCCEEDED**.



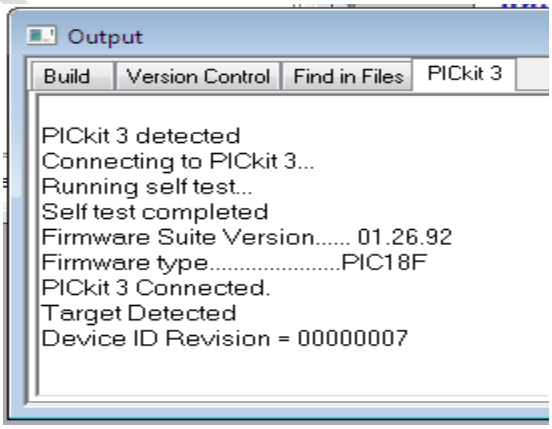
21. After program is successfully build and .hex file is created, its time load this .hex file into the program memory of microcontroller using a programmer.

22. Connect the PICkit3 programmer to the target board. Make power supply ON.

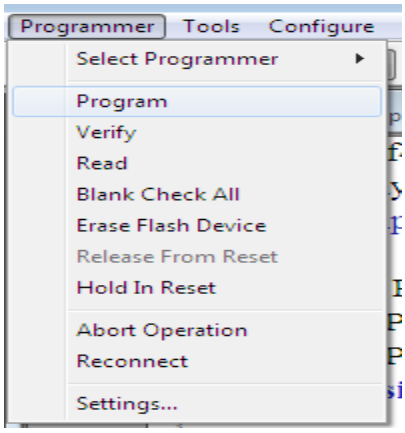
23. To select a programmer go to Programmer -> Select Programmer -> **PICkit3**.



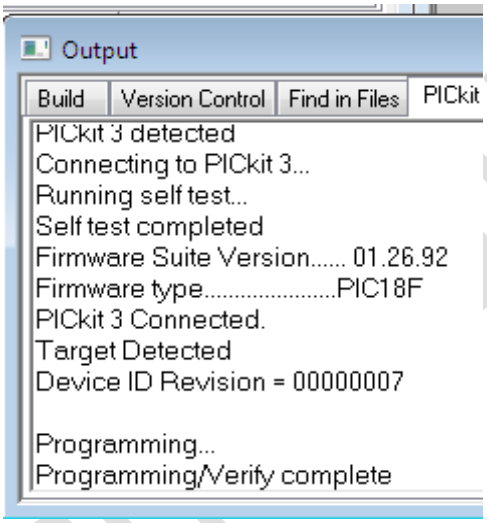
24. If programmer is connected to the device successfully and target device is found, the output window shows the following message.



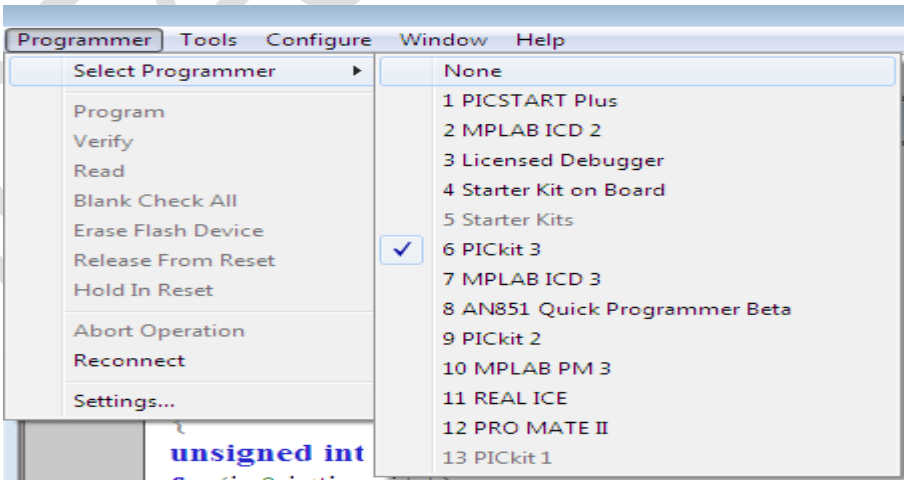
25. If there is any error while connecting programmer it shows in output window.
26. After connecting the device successfully you can program the device. To program go to Programmer and select **Program**.



27. The project window shows following message.



28. After completing the programming successfully, go to Programmer -> Select Programmer -> None. In order to remove the programmer.



29. Now you are ready to run the program on target board.

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Experiment – 1

Title: Interfacing LED / Switch to PIC.

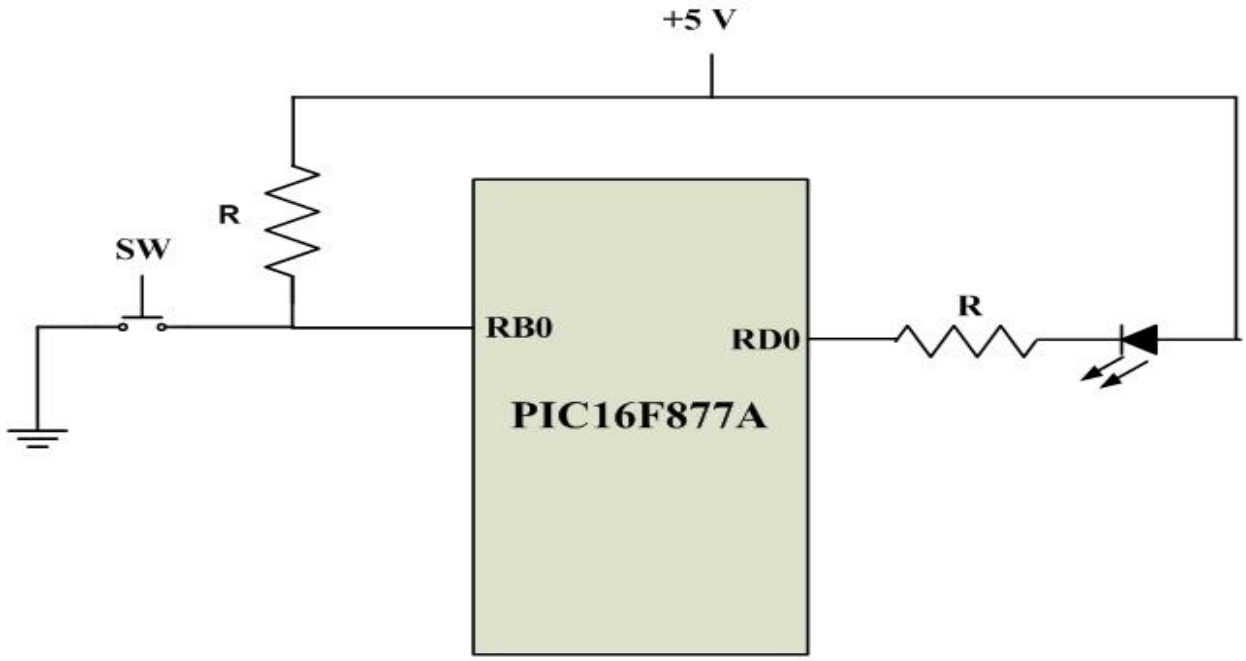
Aim: To interface LED / Switch to PIC and turn on the LED when switch is pressed.

Objectives:

- To study concept of LED / Switch interfacing.
- To study MPLAB IDE software.
- To study programming of LED / Switch interfacing.

Software Used: MPLAB IDE

Block Diagram:



Procedure:

- Make necessary connections to connect the LED / Switch to PIC target board.
- Switch on the power.
- Start MPLAB IDE software PC and write a program to read status of switch and send to the LED.
- Perform the configuration settings and build it.
- Connect the PICKit3 programmer to the Target board.
- Program the .hex file into the PIC.
- Reset the microcontroller and observe the output.

Program:

```
#define _XTAL_FREQ 16000000
#include <xc.h>
int main()
{
 TRISD0 = 0;        //RD0 as Output PIN
 TRISB0 = 1;       //RB0 as Input PIN
 while(1)
 {
  if(RB0 == 0)
  {
   RD0 = 0;          // LED ON
  }
  else
  {
   RD0 = 1;          // LED OFF
  }
 }
 return 0;
}
```

Applications: (Write applications of LED / Switch here)

Result: Interfacing of LED / Switch with PIC microcontroller is studied successfully and observed the output.

Teacher's Sign

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Experiment – 2

Title: LCD interfacing to PIC Microcontroller.

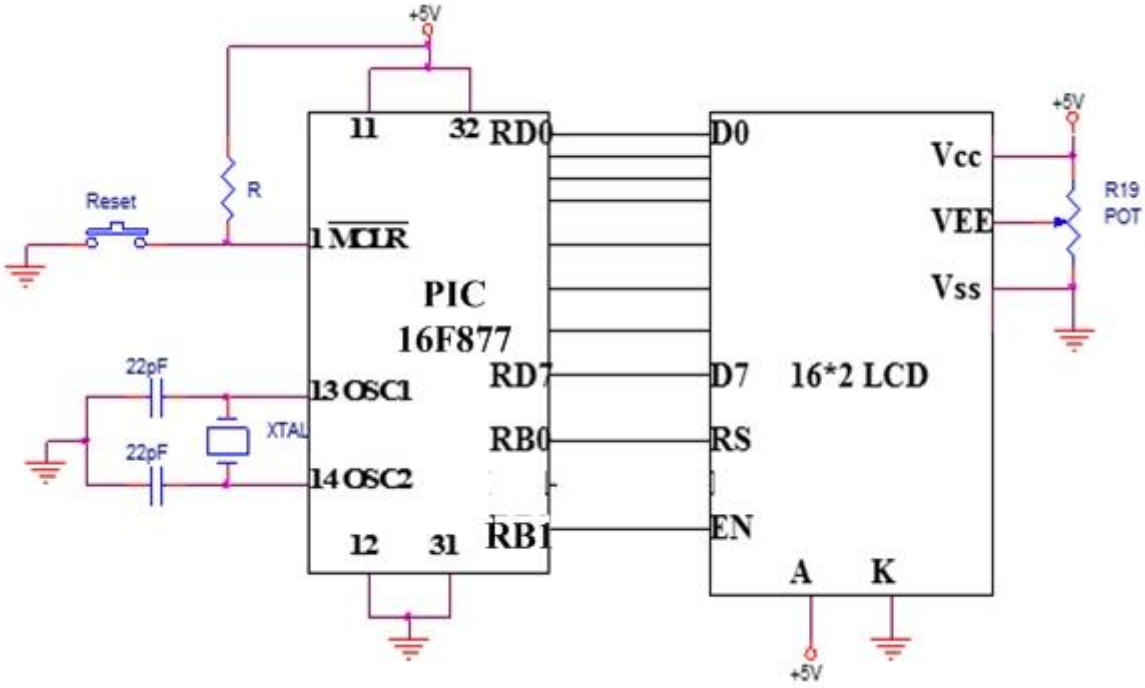
Aim: To interface 16*2 LCD display to PIC and display message on LCD.

Objectives:

- To study concept of LCD.
- To study MPLAB IDE software.
- To study LCD interfacing to PIC, flowcharts & programs.

Software Used: MPLAB IDE

Block Diagram:



Theory:

LCD: A liquid crystal display (LCD) is a thin, flat electronic visual display that uses the light modulating properties of liquid crystals (LCs). They are used in a wide range of applications including: computer monitors, television, instrument panels, aircraft, cockpit display, signage, etc. It is an electronically modulated device made up of any number of pixels filled with liquid crystals. LCD has become very popular option for displaying in Embedded Applications. Since they are very cheap and easy to interface with microcontrollers, they are widely found in devices like telephones, vending machines, washing machines, toys etc. LCD comes in several varieties i.e. 16*2, 20*2, 20*4 etc. These different LCD varieties can display different number of characters i.e. 16*2 can display 32 characters at a time. The 16*2 model has 2 lines and 16 columns of display blocks. Each block can be used to display 1 character. So there are total 32 such blocks. One block has 8*5 pixels. Depending on which pixel is ON and which is OFF we can display several Alpha-Numeric characters. LCD also has a backlight,

which helps us to see the display even in dark. In reality this module consists of a controller chip, a segment driver chip, LCD display and some passive components. There are total 16 pins in the LCD module. While using LCD, we can think a simple analogy for its operation. Each of the 32 blocks is a memory, as soon as we write an ASCII number into one of these 32 memory locations the corresponding character is displayed on that block. The function of displaying the character after decoding the data is done by an onboard controller chip. The following table shows the LCD pin diagram, LCD commands.

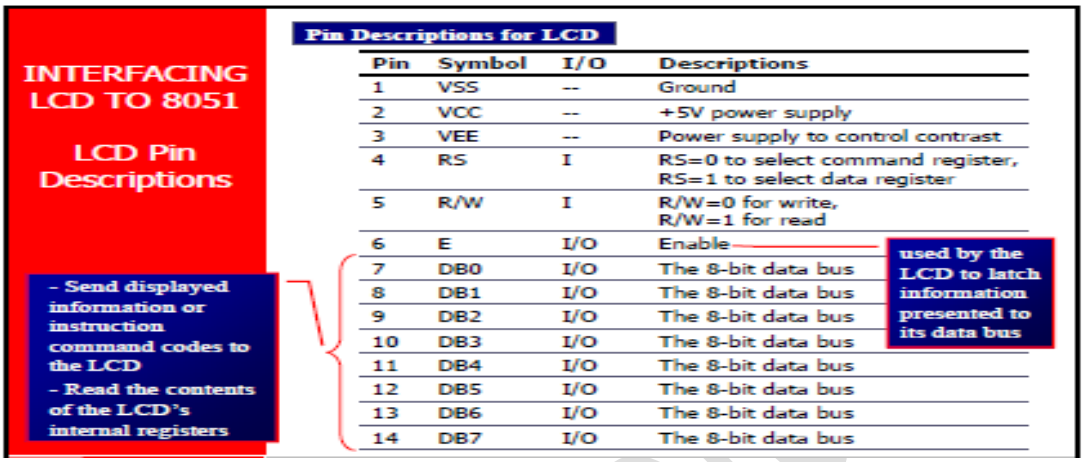


Figure: LCD pin diagram

COMMAND	COMMAND CODE										COMMAND CODE	E-CYCLE f_{osc}=250KHz
	RS	R/W	DB7	DB6	DB5	DB4	DB3	DB2	DB1	DB0		
SCREEN CLEAR	0	0	0	0	0	0	0	0	0	1	Screen Clear, Set AC to 0 Cursor Reposition	1.64ms
CURSOR RETURN	0	0	0	0	0	0	0	0	1	*	DDRAM AD=0, Return, Content Changeless	1.64ms
INPUT SET	0	0	0	0	0	0	0	1	I/D	S	Set moving direction of cursor, Appoint if move	40us
DISPLAY SWITCH	0	0	0	0	0	0	1	D	C	B	Set display on/off,cursor on/off, blink on/off	40us
SHIFT	0	0	0	0	0	1	S/C	R/L	*	*	Remove cursor and whole display,DDRAM changeless	40us
FUNCTION SET	0	0	0	0	1	DL	N	F	*	*	Set DL,display line,font	40us
CGRAM AD SET	0	0	0	1	ACG						Set CGRAM AD, send receive data	40us
DDRAM AD SET	0	0	1	ADD							Set DDRAM AD, send receive data	40us
BUSY/AD READ CT	0	1	BF	AC							Executing internal function, reading AD of CT	40us
CGRAM/ DDRAM DATA WRITE	1	0	DATA WRITE								Write data from CGRAM or DDRAM	40us
CGRAM/ DDRAM DATA READ	1	1	DATA READ								Read data from CGRAM or DDRAM	40us
	I/D=1: Increment Mode; I/D=0: Decrement Mode S=1: Shift S/C=1: Display Shift; S/C=0: Cursor Shift R/L=1: Right Shift; R/L=0: Left Shift DL=1: 8D DL=0: 4D N=1: 2R N=0: 1R F=1: 5x10 Style; F=0: 5x7 Style BF=1: Execute Internal Function; BF=0: Command Received										DDRAM: Display data RAM CGRAM: Character Generator RAM ACG: CGRAM AD ADD: DDRAM AD & Cursor AD AC: Address counter for DDRAM & CGRAM	E-cycle changing with main frequency. Example: If fcp or f_{osc}=270KHz 40us x 250/270 =37us

Figure: LCD commands

Procedure:

- Make necessary connections to connect the LCD to PIC target board. Connect PORTD to the data pins of LCD and PORTB to the control pins.
- Switch on the power.
- Start MPLAB IDE software PC and write a program to display message on LCD.
- Perform the configuration settings and build it.

- Connect the PICKit3 programmer to the Target board.
- Program the .hex file into the PIC.
- Reset the microcontroller and observe the output on LCD.

Program:

```
#define _XTAL_FREQ 16000000
#include <xc.h>
#define RS PORTBbits.RB0
#define EN PORTBbits.RB1
void LCD_init(void);
void lcd_cmd(unsigned char value);
void lcd_data(unsigned char value1);

void main(void)
{
LCD_init();
lcd_data('H');
lcd_data('e');
lcd_data('l');
lcd_data('l');
lcd_data('o');
while(1);
}
void LCD_init(void)
{
TRISD=0X00;                                    //make PORTD o/p
TRISB=0X00;                                    //make PORTD o/p
__delay_ms(100);                               //delay
EN=1;
__delay_us(2);
EN=0;
__delay_ms(3);                                 //2ms delay
lcd_cmd(0x38);
lcd_cmd(0x0E);
lcd_cmd(0x01);
__delay_ms(2);                                 //2ms delay
```

```
lcd_cmd(0x06);
lcd_cmd(0x80);
}

void lcd_cmd(unsigned char value)
{
PORTD=value;
RS=0;
EN=1;
__delay_us(2);
EN=0;
__delay_ms(3);                                          //2ms delay
}

void lcd_data(unsigned char value1)
{
PORTD=value1;
RS=1;                                                   //Select data reg
EN=1;
__delay_us(2);
EN=0;
__delay_ms(3);                                          //2ms delay
}
```

Applications: (Write applications of LCD here)

Result: Interfacing of 16*2 LCD with PIC microcontroller is studied successfully and observed the message displayed on LCD.

Teacher's Sign

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Experiment – 3

Title: Interfacing sensors to PIC.

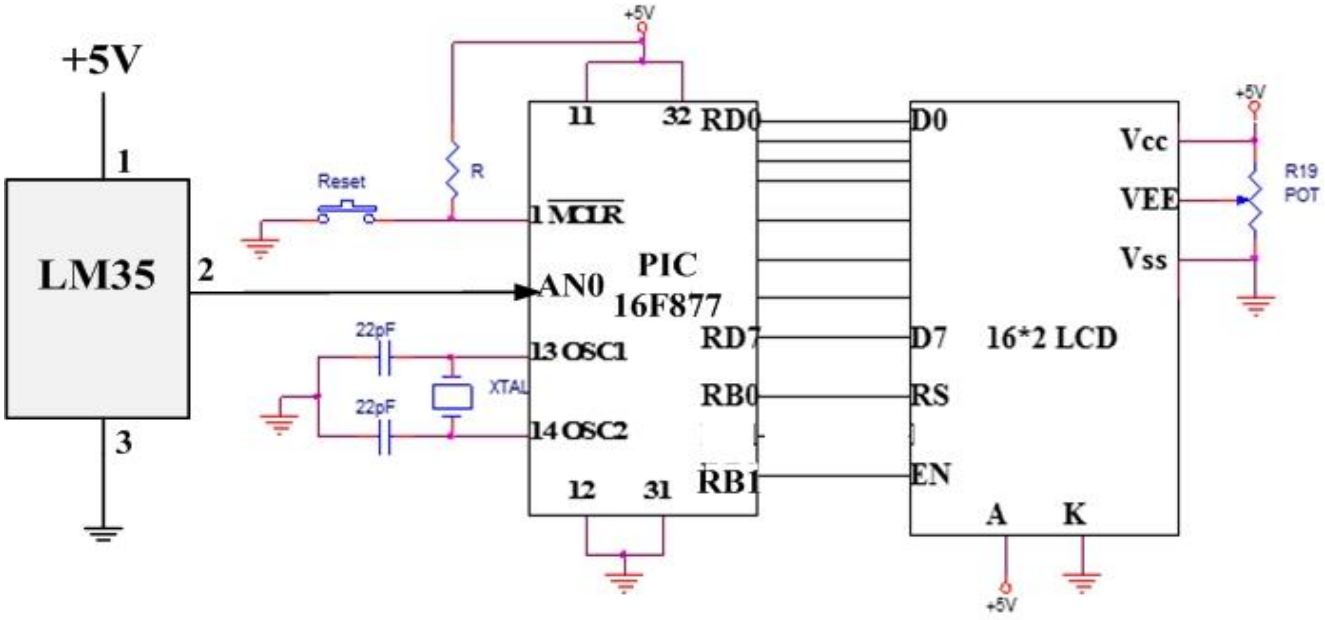
Aim: To interface sensor (LM35) to PIC and display result on LCD.

Objectives:

- To study concept of interfacing sensor (LM35).
- To study MPLAB IDE software.
- To study use of ADC to interface sensors.

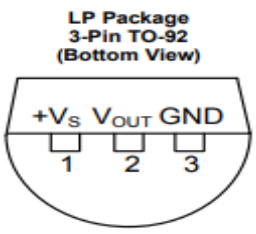
Software Used: MPLAB IDE

Block Diagram:



Theory:

The LM35 series are precision integrated-circuit temperature devices with an output voltage linearly proportional to the Centigrade temperature. The LM35 device does not require any external calibration or trimming to provide typical accuracies of ±¼°C at room temperature and ±¾°C over a full −55°C to 150°C temperature range. Lower cost is assured by trimming and calibration at the wafer level. The low-output impedance, linear output, and precise inherent calibration of the LM35 device makes interfacing to readout or control circuitry especially easy. This sensor has sensitivity of 10mv/ºC, operates from 4 V to 30 V.



Pin Diagram of LM 35 Sensor

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0
ADCS1	ADCS0	CHS2	CHS1	CHS0	GO/$\overline{\text{DONE}}$	—	ADON
bit 7							bit 0

bit 7-6 **ADCS1:ADCS0:** A/D Conversion Clock Select bits
00 = Fosc/2
01 = Fosc/8
10 = Fosc/32
11 = FRC (clock derived from the internal A/D module RC oscillator)

bit 5-3 **CHS2:CHS0**: Analog Channel Select bits
000 = channel 0, (RA0/AN0)
001 = channel 1, (RA1/AN1)
010 = channel 2, (RA2/AN2)
011 = channel 3, (RA3/AN3)
100 = channel 4, (RA5/AN4)
101 = channel 5, (RE0/AN5)(1)
110 = channel 6, (RE1/AN6)(1)
111 = channel 7, (RE2/AN7)(1)

bit 2 **GO/$\overline{\text{DONE}}$:** A/D Conversion Status bit
If ADON = 1:
1 = A/D conversion in progress (setting this bit starts the A/D conversion)
0 = A/D conversion not in progress (this bit is automatically cleared by hardware when the A/D conversion is complete)

bit 1 **Unimplemented**: Read as '0'

bit 0 **ADON**: A/D On bit
1 = A/D converter module is operating
0 = A/D converter module is shut-off and consumes no operating current

Figure: ADCON0 REGISTER

U-0	U-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
ADFM	—	—	—	PCFG3	PCFG2	PCFG1	PCFG0
bit 7							bit 0

bit 7 **ADFM:** A/D Result Format Select bit
1 = Right justified. 6 Most Significant bits of ADRESH are read as '0'.
0 = Left justified. 6 Least Significant bits of ADRESL are read as '0'.

bit 6-4 **Unimplemented:** Read as '0'

bit 3-0 **PCFG3:PCFG0**: A/D Port Configuration Control bits:

PCFG3: PCFG0	AN7(1) RE2	AN6(1) RE1	AN5(1) RE0	AN4 RA5	AN3 RA3	AN2 RA2	AN1 RA1	AN0 RA0	VREF+	VREF-	CHAN/ Refs(2)
0000	A	A	A	A	A	A	A	A	VDD	VSS	8/0
0001	A	A	A	A	VREF+	A	A	A	RA3	VSS	7/1
0010	D	D	D	A	A	A	A	A	VDD	VSS	5/0
0011	D	D	D	A	VREF+	A	A	A	RA3	VSS	4/1
0100	D	D	D	D	A	D	A	A	VDD	VSS	3/0
0101	D	D	D	D	VREF+	D	A	A	RA3	VSS	2/1
011x	D	D	D	D	D	D	D	D	VDD	VSS	0/0
1000	A	A	A	A	VREF+	VREF-	A	A	RA3	RA2	6/2
1001	D	D	A	A	A	A	A	A	VDD	VSS	6/0
1010	D	D	A	A	VREF+	A	A	A	RA3	VSS	5/1
1011	D	D	A	A	VREF+	VREF-	A	A	RA3	RA2	4/2
1100	D	D	D	A	VREF+	VREF-	A	A	RA3	RA2	3/2
1101	D	D	D	D	VREF+	VREF-	A	A	RA3	RA2	2/2
1110	D	D	D	D	D	D	D	A	VDD	VSS	1/0
1111	D	D	D	D	VREF+	VREF-	D	A	RA3	RA2	1/2

A = Analog input D = Digital I/O

Figure: ADCON1 REGISTER

Procedure:

- Make necessary connections to connect the LCD to PIC target board. Connect PORTD to the data pins of LCD and PORTB to the control pins. Also connect o/p of LM35 sensor to AN0 / RA0 pin.
- Switch on the power.
- Start MPLAB IDE software PC and write a program for sensor interfacing.
- Perform the configuration settings and build it.
- Connect the PICKit3 programmer to the Target board.
- Program the .hex file into the PIC.
- Reset the microcontroller and observe the output on LCD.

Program:

```
#define _XTAL_FREQ 16000000
#include <xc.h>
#define RS RB0
#define EN RB1
void ADC_init(void);
unsigned int ADC_READ(void);
void LCD_init(void);
void lcd_cmd(unsigned char value);
void lcd_data(unsigned char value1);
void H2D(unsigned char hexdata);
unsigned char L,M,H;
void main(void)
{
unsigned int ADC_result;
ADC_init();
LCD_init();
while(1)
{
ADC_result=ADC_READ();
ADC_result=ADC_result*5;            //resolution of ADC is 4.88mv
ADC_result=ADC_result/10;            //LM35 sensitivity 10mV/C
H2D(ADC_result);
lcd_cmd(0x01);
lcd_data('T');
```

```
lcd_data('=');
lcd_data(H | 0x30);
lcd_data(M | 0x30);
lcd_data(L | 0x30);
__delay_ms(500);                    //500ms delay
}
}

void ADC_init(void)
{
TRISAbits.TRISA0=1;      // AN0 set as analog i/p
TRISAbits.TRISA1=1;      // AN1 set as analog i/p
ADRESH=0;
ADRESL=0;
PIR1bits.ADIF=0;          //ADC flag clear
ADCON1=0X8E;          //MAKE AN0 as analog port
ADCON0=0x40;          //Select Chanel 0, conversion clock = FOSC / 8
}

unsigned int ADC_READ()
{
ADCON0bits.ADON=1;          //ADC ON
__delay_ms(2);                    //2ms delay
ADCON0bits.GO=1;          //start a/d conversion
__delay_us(1);
while(PIR1bits.ADIF==0);
__delay_us(1);
ADCON0bits.ADON=0;          //ADC Off
PIR1bits.ADIF=0;
return (((unsigned int)ADRESH)<<8)|(ADRESL);
}

void LCD_init(void)
{
TRISD=0X00;                                                    //make PORTD o/p
```

```
TRISB=0X00;                                  //make PORTD o/p
__delay_ms(100);                             //delay
EN=1;
__delay_us(2);
EN=0;
__delay_ms(3);                               //2ms delay
lcd_cmd(0x38);
lcd_cmd(0x0E);
lcd_cmd(0x01);
__delay_ms(2);                               //2ms delay
lcd_cmd(0x06);
lcd_cmd(0x80);
}

void lcd_cmd(unsigned char value)
{
PORTD=value;
RS=0;
EN=1;
__delay_us(2);
EN=0;
__delay_ms(3);                               //2ms delay
}

void lcd_data(unsigned char value1)
{
PORTD=value1;
RS=1;                                        //Select data reg
EN=1;
__delay_us(2);
EN=0;
__delay_ms(3);                               //2ms delay
}

void H2D(unsigned char hexdata)
```

```
{
unsigned char x;
x=hexdata/10;
L=hexdata%10;
M=x%10;
H=x/10;
}
```

Applications: (Write applications of Sensor interfacing here)

Result: Interfacing of sensor with PIC microcontroller is studied successfully and observed the result on LCD.

Teacher's Sign

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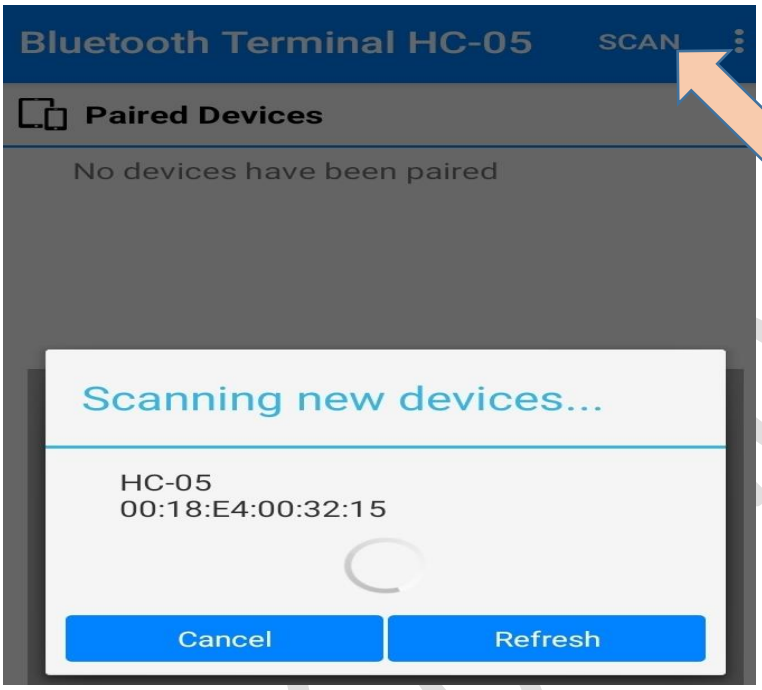
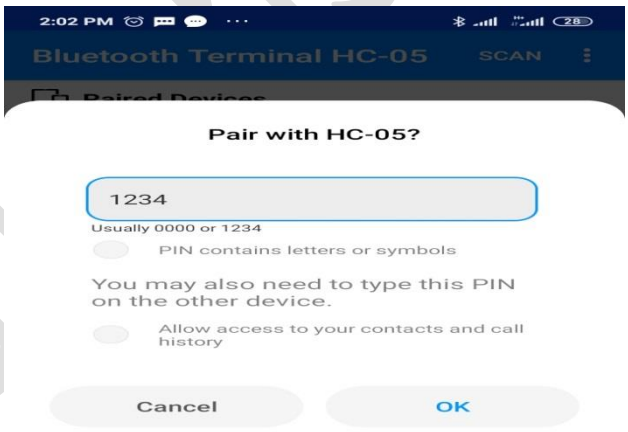
Steps to use Bluetooth Terminal HC05 Mobile app.

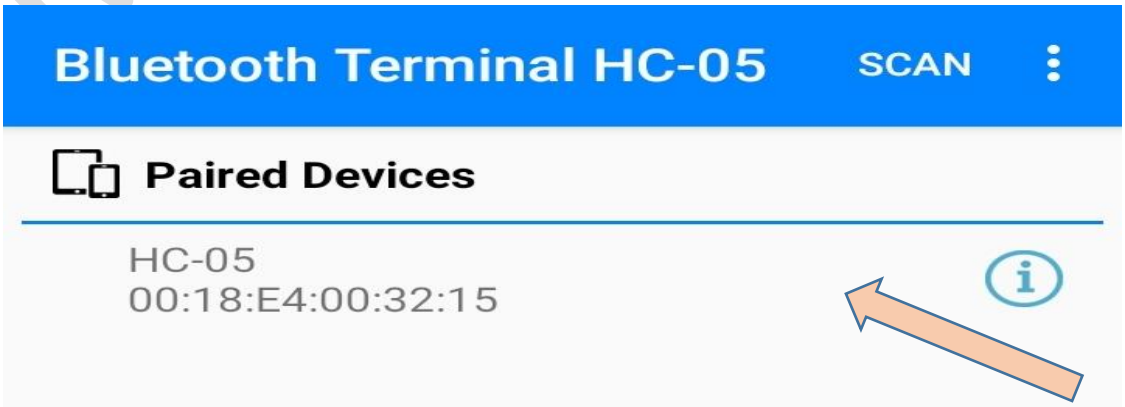
1. Go to Play Store of your smart phone and install the “Bluetooth Terminal HC05” app.
2. Open “Bluetooth Terminal HC05” app. in your smart phone. Click on SCAN.



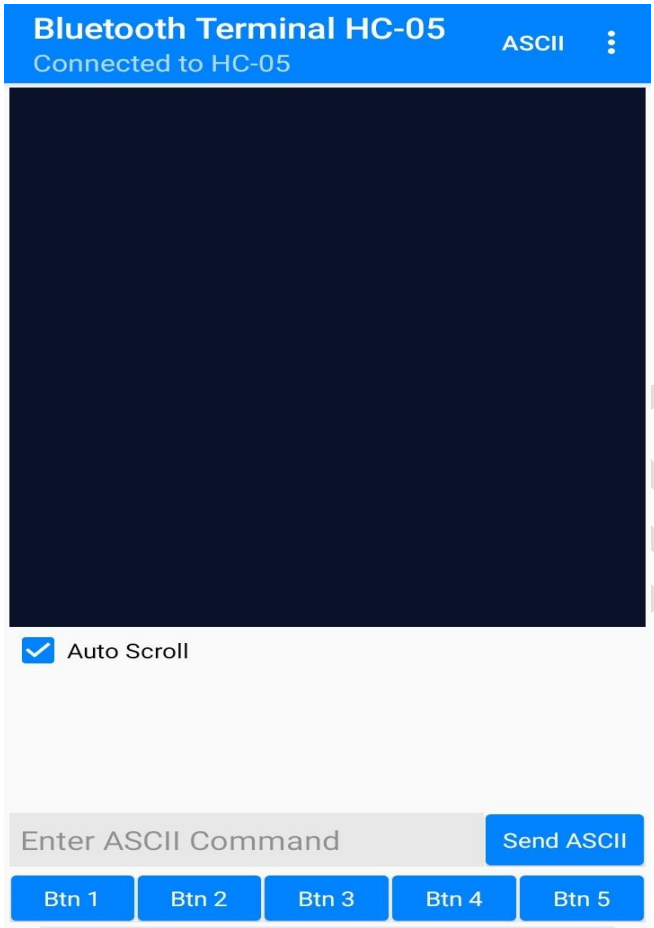
3. App scan new devices and when found, ask for password in order to pair with that new device. Password for all HC05 devices is same i.e. “1234”. Enter the password and press “OK”.



4. Then the HC05 device showed under the heading of Paired Devices.



5. Click on the device to open this device for further communication. In the black window you will observe the data send by the microcontroller.



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Experiment – 4

Title: Interfacing Bluetooth to PIC.

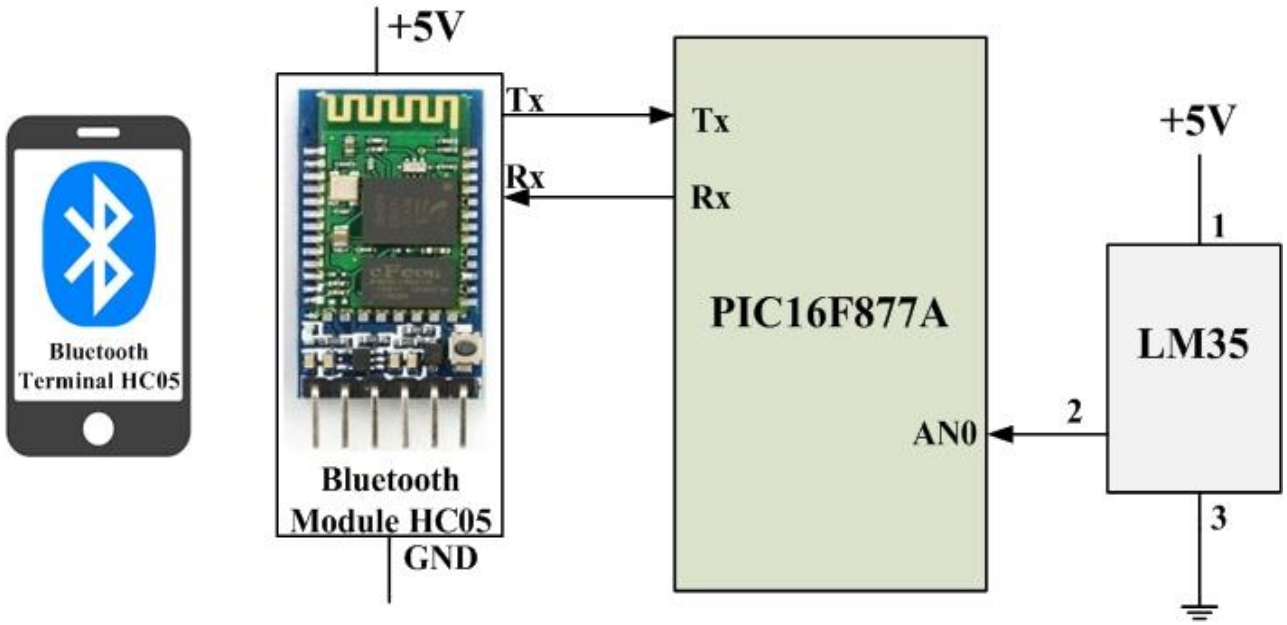
Aim: To interface Bluetooth module (HC05).

Objectives:

- To study concept of interfacing Bluetooth module (HC05).
- To study MPLAB IDE software.
- To study programming serial port for interfacing Bluetooth.

Software Used: MPLAB IDE

Block Diagram:



Theory:

Bluetooth is a wireless technology standard used for exchanging data between fixed and mobile devices over short distances using short-wavelength UHF radio waves in the industrial, scientific and medical radio bands, from 2.402 GHz to 2.480 GHz, and building personal area networks (PANs). It was originally conceived as a wireless alternative to RS-232 data cables. The IEEE standardized Bluetooth as IEEE 802.15.1. Bluetooth is a one of the great example for wireless connectivity. It is used in many fields. Bluetooth consumes very small amount of energy. Here we are going to interface a Bluetooth Module (HC-05) with Arduino. HC-05 is a Bluetooth module which can communicate in two ways. Which means, It is full-duplex. We can use it with most micro controllers. Because it operates on Serial Port Protocol (SSP). The module communicates with the help of USART (Universal Synchronous/Asynchronous Receiver/Transmitter) at the baud rate of 9600, and it also supports other baud rate. So we can interface this module with any microcontroller which supports USART. The HC-05 can operate in two modes. One is Data mode and other is AT command mode. When the enable pin

is "LOW" the HC-05 is in Data Mode. If that pin set as "HIGH" the module is in AT command mode. Here we operate this module in Data Mode.

Technical Specifications -

- Operating Voltage: 4V to 6V (Typically +5V)
- Operating Current: 30mA
- Range: <100m
- Works with Serial communication (USART) and TTL compatible.
- Can be easily interfaced with Laptop or Mobile phones with Bluetooth.

R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0	R-1	R/W-0
CSRC	TX9	TXEN	SYNC	—	BRGH	TRMT	TX9D
bit 7							bit 0

bit 7 **CSRC:** Clock Source Select bit
Asynchronous mode:
Don't care
Synchronous mode:
1 = Master mode (clock generated internally from BRG)
0 = Slave mode (clock from external source)

bit 6 **TX9**: 9-bit Transmit Enable bit
1 = Selects 9-bit transmission
0 = Selects 8-bit transmission

bit 5 **TXEN**: Transmit Enable bit
1 = Transmit enabled
0 = Transmit disabled

Note: SREN/CREN overrides TXEN in SYNC mode.

bit 4 **SYNC**: USART Mode Select bit
1 = Synchronous mode
0 = Asynchronous mode

bit 3 **Unimplemented:** Read as '0'

bit 2 **BRGH**: High Baud Rate Select bit
Asynchronous mode:
1 = High speed
0 = Low speed
Synchronous mode:
Unused in this mode

bit 1 **TRMT**: Transmit Shift Register Status bit
1 = TSR empty
0 = TSR full

bit 0 **TX9D:** 9th bit of Transmit Data, can be parity bit

Figure: TXSTA REGISTER

R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R-0	R-0	R-x
SPEN	RX9	SREN	CREN	ADDEN	FERR	OERR	RX9D
bit 7							bit 0

bit 7 **SPEN**: Serial Port Enable bit
1 = Serial port enabled (configures RC7/RX/DT and RC6/TX/CK pins as serial port pins)
0 = Serial port disabled

bit 6 **RX9**: 9-bit Receive Enable bit
1 = Selects 9-bit reception
0 = Selects 8-bit reception

bit 5 **SREN**: Single Receive Enable bit
Asynchronous mode:
Don't care
Synchronous mode - master:
1 = Enables single receive
0 = Disables single receive
This bit is cleared after reception is complete.
Synchronous mode - slave:
Don't care

bit 4 **CREN**: Continuous Receive Enable bit
Asynchronous mode:
1 = Enables continuous receive
0 = Disables continuous receive
Synchronous mode:
1 = Enables continuous receive until enable bit CREN is cleared (CREN overrides SREN)
0 = Disables continuous receive

bit 3 **ADDEN**: Address Detect Enable bit
Asynchronous mode 9-bit (RX9 = 1):
1 = Enables address detection, enables interrupt and load of the receive buffer when RSR<8> is set
0 = Disables address detection, all bytes are received, and ninth bit can be used as parity bit

bit 2 **FERR**: Framing Error bit
1 = Framing error (can be updated by reading RCREG register and receive next valid byte)
0 = No framing error

bit 1 **OERR**: Overrun Error bit
1 = Overrun error (can be cleared by clearing bit CREN)
0 = No overrun error

bit 0 **RX9D**: 9th bit of Received Data (can be parity bit, but must be calculated by user firmware)

Figure: RCSTA REGISTER

Procedure:

- Make necessary connections to connect the Bluetooth module to PIC target board.
- Switch on the power.
- Start MPLAB IDE software PC and write a program for sensor communication with Bluetooth module.
- Perform the configuration settings and build it.
- Connect the PICKit3 programmer to the Target board.
- Program the .hex file into the PIC.
- Install the Bluetooth Terminal HC05 app. in the smartphone.
- Reset the microcontroller and open the Bluetooth Terminal HC05 Mobile app. and observe the output.

Program:

```
#define _XTAL_FREQ 16000000
#include <xc.h>
void ADC_init(void);
unsigned int ADC_READ(void);
```

```
void serial_init(void);
void serial_Tx(unsigned char letter);
void H2D(unsigned char hexdata);
unsigned char L,M,H;
void main(void)
{
unsigned int ADC_result;
ADC_init();
serial_init();
while(1)
{
ADC_result=ADC_READ();
ADC_result=ADC_result*5;      //resolution of ADC is 4.88mv
ADC_result=ADC_result/10;    //LM35 sensitivity 10mV/C
H2D(ADC_result);
serial_Tx('T');
serial_Tx('=');
serial_Tx(H | 0x30);
serial_Tx(M | 0x30);
serial_Tx(L | 0x30);
serial_Tx(0x0A);
__delay_ms(2000);            //500ms delay
}
}

void serial_init(void)
{
SPBRG=103; //set baudrate equal to 9600 formula: Baud Rate = FOSC/(16(X+1)) [X is value of SPBRG]
TXSTA=0X06;
RCSTA=0X80;                        //serial comm enable
TRISCbits.TRISC6=1;              //set transmit pin as i/p
TRISCbits.TRISC7=1;            //set recieve pin as i/p
RCSTAbits.CREN=1;          //receive enable
}
```

```
void serial_Tx(unsigned char letter)
{
TXSTAbits.TXEN=1;    //transmit enable
TXREG=letter;                  //transmit letter
__delay_us(2);
while(PIR1bits.TXIF==0);   //check for transmit interrupt flag
while(TXSTAbits.TRMT==0);
TXSTAbits.TXEN=0;    //transmit desable
__delay_ms(20);
}

void ADC_init(void)
{
TRISAbits.TRISA0=1;  // AN0 set as analog i/p
TRISAbits.TRISA1=1;  // AN1 set as analog i/p
ADRESH=0;
ADRESL=0;
PIR1bits.ADIF=0;           //ADC flag clear
ADCON1=0X8E;             //MAKE AN0 as analog port
ADCON0=0x40;               //Select Chanel 0, conversion clock = FOSC / 8
}

unsigned int ADC_READ()
{
ADCON0bits.ADON=1;               //ADC ON
__delay_ms(2);                        //2ms delay
ADCON0bits.GO=1;                    //start a/d conversion
__delay_us(1);
while(PIR1bits.ADIF==0);
__delay_us(1);
ADCON0bits.ADON=0;               //ADC Off
PIR1bits.ADIF=0;
return (((unsigned int)ADRESH)<<8)|(ADRESL);
}
```

```
void H2D(unsigned char hexdata)
{
unsigned char x;
x=hexdata/10;
L=hexdata%10;
M=x%10;
H=x/10;
}
```

Applications: (Write applications of Bluetooth interfacing here)

Result: Interfacing of Bluetooth module with PIC microcontroller is studied successfully and observed the o/p.

Teacher's Sign

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Experiment – 5

Title: Design and develop On/Off controller using microcontroller.

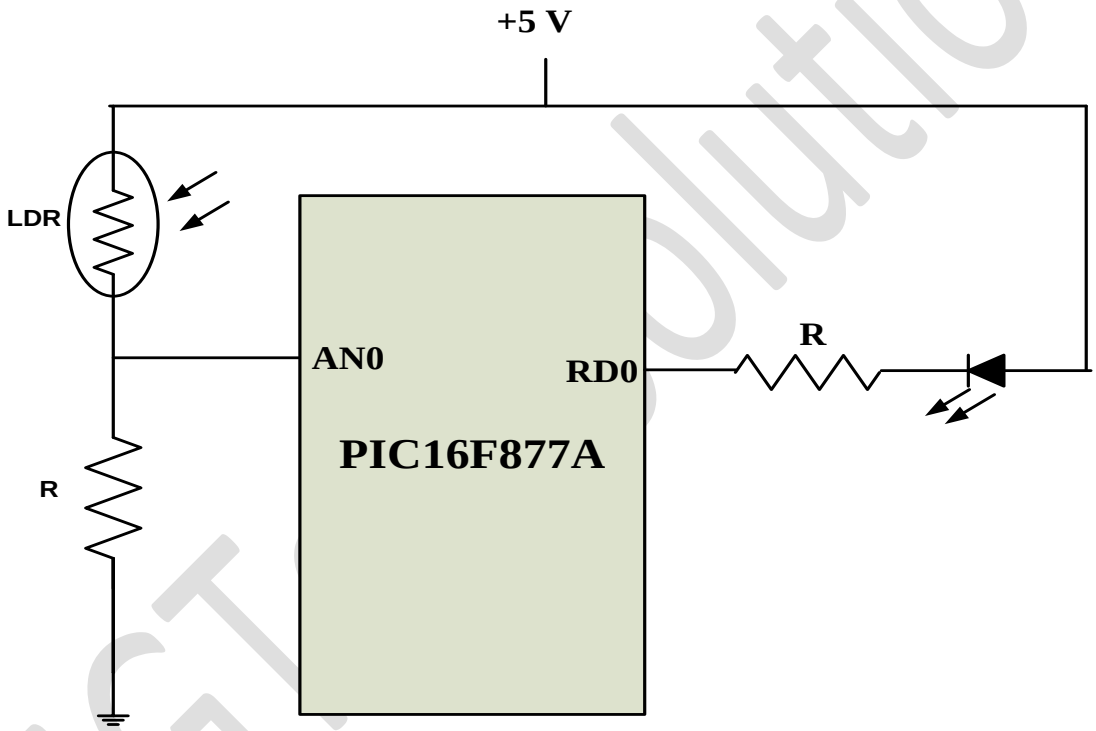
Aim: To Design and develop On/Off controller using PIC.

Objectives:

- To study concept of On/Off controller.
- To study MPLAB IDE software.
- To study use of ADC to interface sensors.

Software Used: MPLAB IDE

Block Diagram:



R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	R/W-0	U-0	R/W-0
ADCS1	ADCS0	CHS2	CHS1	CHS0	GO/$\overline{\text{DONE}}$	—	ADON
bit 7							bit 0

bit 7-6 **ADCS1:ADCS0:** A/D Conversion Clock Select bits
00 = Fosc/2
01 = Fosc/8
10 = Fosc/32
11 = FRC (clock derived from the internal A/D module RC oscillator)

bit 5-3 **CHS2:CHS0**: Analog Channel Select bits
000 = channel 0, (RA0/AN0)
001 = channel 1, (RA1/AN1)
010 = channel 2, (RA2/AN2)
011 = channel 3, (RA3/AN3)
100 = channel 4, (RA5/AN4)
101 = channel 5, (RE0/AN5)(1)
110 = channel 6, (RE1/AN6)(1)
111 = channel 7, (RE2/AN7)(1)

bit 2 **GO/$\overline{\text{DONE}}$:** A/D Conversion Status bit
If ADON = 1:
1 = A/D conversion in progress (setting this bit starts the A/D conversion)
0 = A/D conversion not in progress (this bit is automatically cleared by hardware when the A/D conversion is complete)

bit 1 **Unimplemented**: Read as '0'

bit 0 **ADON**: A/D On bit
1 = A/D converter module is operating
0 = A/D converter module is shut-off and consumes no operating current

Figure: ADCON0 REGISTER

U-0	U-0	R/W-0	U-0	R/W-0	R/W-0	R/W-0	R/W-0
ADFM	—	—	—	PCFG3	PCFG2	PCFG1	PCFG0
bit 7							bit 0

bit 7 **ADFM:** A/D Result Format Select bit
1 = Right justified. 6 Most Significant bits of ADRESH are read as '0'.
0 = Left justified. 6 Least Significant bits of ADRESL are read as '0'.

bit 6-4 **Unimplemented:** Read as '0'

bit 3-0 **PCFG3:PCFG0**: A/D Port Configuration Control bits:

PCFG3: PCFG0	AN7(1) RE2	AN6(1) RE1	AN5(1) RE0	AN4 RA5	AN3 RA3	AN2 RA2	AN1 RA1	AN0 RA0	VREF+	VREF-	CHAN/ Refs(2)
0000	A	A	A	A	A	A	A	A	VDD	VSS	8/0
0001	A	A	A	A	VREF+	A	A	A	RA3	VSS	7/1
0010	D	D	D	A	A	A	A	A	VDD	VSS	5/0
0011	D	D	D	A	VREF+	A	A	A	RA3	VSS	4/1
0100	D	D	D	D	A	D	A	A	VDD	VSS	3/0
0101	D	D	D	D	VREF+	D	A	A	RA3	VSS	2/1
011x	D	D	D	D	D	D	D	D	VDD	VSS	0/0
1000	A	A	A	A	VREF+	VREF-	A	A	RA3	RA2	6/2
1001	D	D	A	A	A	A	A	A	VDD	VSS	6/0
1010	D	D	A	A	VREF+	A	A	A	RA3	VSS	5/1
1011	D	D	A	A	VREF+	VREF-	A	A	RA3	RA2	4/2
1100	D	D	D	A	VREF+	VREF-	A	A	RA3	RA2	3/2
1101	D	D	D	D	VREF+	VREF-	A	A	RA3	RA2	2/2
1110	D	D	D	D	D	D	D	A	VDD	VSS	1/0
1111	D	D	D	D	VREF+	VREF-	D	A	RA3	RA2	1/2

A = Analog input D = Digital I/O

Figure: ADCON1 REGISTER

Procedure:

- Make necessary connections to connect LDR Sensor and LED to PIC target board.
- Switch on the power.
- Start MPLAB IDE software PC and write a program for on / off controller.
- Perform the configuration settings and build it.
- Connect the PICKit3 programmer to the Target board.
- Program the .hex file into the PIC.
- Reset the microcontroller and observe the output.

Program:

```
#define _XTAL_FREQ 16000000
#include <xc.h>
void ADC_init(void);
unsigned int ADC_READ(void);
void main(void)
{
unsigned int ADC_result;
ADC_init();
TRISD0 = 0;                 //RD0 as Output PIN
while(1)
{
ADC_result=ADC_READ();
if(ADC_result > 500)
{
RD0 = 0;                    // LED ON
}
else
{
RD0 = 1;                    // LED OFF
}
}
}

void ADC_init(void)
{
TRISAbits.TRISA0=1;             // AN0 set as analog i/p
```

```
TRISAbits.TRISA1=1;              // AN1 set as analog i/p
ADRESH=0;
ADRESL=0;
PIR1bits.ADIF=0;                 //ADC flag clear
ADCON1=0X8E;                     //MAKE AN0 as analog port
ADCON0=0x40;                     //Select Chanel 0, conversion clock = FOSC / 8
}
unsigned int ADC_READ()
{
ADCON0bits.ADON=1;                                   //ADC ON
__delay_ms(2);                                       //2ms delay
ADCON0bits.GO=1;                                     //start a/d conversion
__delay_us(1);
while(PIR1bits.ADIF==0);
__delay_us(1);
ADCON0bits.ADON=0;                                   //ADC Off
PIR1bits.ADIF=0;
return (((unsigned int)ADRESH)<<8)|(ADRESL);
}
```

Applications: (Write applications of On/Off controller here)

Result: Design and development of On/Off controller using PIC is studied and tested successfully.

Teacher's Sign

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