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LED_BLINK

```
eg51.h>
#define Del 3000
sfr LED_PORT2=0xA0; // defining LED_PORT2 for PORT2
void delay(unsigned int x) // delay function
{
    unsigned int i,j;
    for(i=0;i<=x;i++)
    for(j=0;j<=100;j++);
}
void main(void)
{
    while(1) // do it continuously {
    LED_PORT2=0xff; // LED ON delay(Del);
    LED_PORT2=0x00; // LED OFF delay(Del);
    }
}
```

//BCD Counter on PORT 1

BCD COUNTER

#include<reg51.h>

#define Del 2000

void delay(unsigned int x) // delay function

```
{
    unsigned int i,j;
    for(i=0;i<x;i++)
    for(j=0;j<=100;j++);
}
```

void main(void) {

unsigned char count[10]={0xff,0xfe,0xfd,0xfc,0xfb,0xfa,0xf9,0xf8,0xf7,0xf6};

unsigned int x;

P1=0x00; // Make P1 as output port

while(1) // do it continuously

```
{
    for(x=0;x<10;x++)
```

```
{
    P1=count[x];
```

```
delay(Del);  
}  
}  
}
```

HEX COUNTER

```
#include <reg51.h>  
# define del 2000  
void delay (unsigned int x)//delay function {  
    unsigned int i,j;  
    for(i=0; i<=x; i++)  
        for(j=0;j<=100;j++);  
}  
void main(void)  
{  
    unsigned char count[16] =  
    {0XC0,0XF9,0XA4,0XB0,0X99,0X92,0X82,0XF8,0X80,0X90,0X88,0X83,0XC6,0XA1,0X86,0X8E  
    };  
    unsigned int x;  
    P1 =0X00;  
    while(1)  
    {  
        for(x=0 ; x<16 ;x++)  
        {  
            p1 = count[x];  
            delay(del);  
        }  
    }  
}
```