

Compiler directives

```
#include<c8051_SDCC.h>
```

```
#include <stdio.h>
```

```
#include<stdlib.h>
```

Function Prototypes

```
Void Port_Init(void);
```

```
Void Timer_Init(void);
```

```
Void Interrupt_Init(void);
```

```
Void Timer0_ISR(void) __interrupt 1;
```

```
void PCA_Init (void)
```

```
void read_driver(void)
```

```
void readcompass(void)
```

```
void readLED (void)
```

```
void drive_motar(void)
```

```
void steering servo(void)
```

```
void LEDblink(void)
```

Global variables

```
Sbit LED0 BUZZER SLDSW
```

```
unsigned int MOTOR_PW = 0;
```

```
unsigned int steering-servo
```

```
unsigned int LED brightness
```

Main function

```
Declare local variables
```

```
(none)
```

```
Initialize function
```

```
Sys_Init();
```

```
putchar(' '); //the quotes in this line may not format correctly
```

```
Port_Init();
```

```
XBRO_Init();
```

PCA_Init();

Print some message to indicate start

Begin infinite loop

Motor task or compass task or LED task

End main function

Ranger task

//we need to wait 80ms(different from compass) in the main function

after 80ms

call read ranger function

start a ping

reset the 80ms flag

print the range

compass task

wait 40ms

call read compass

start a ping

reset the 40ms flag

print the compass

LED task

read the ranger

start a ping

reset the 80ms flag

print the light

other important functions

unsigned int ReadRanger() {

```
unsigned char Data[1];  
  
unsigned int light = 0;  
  
unsigned char addr=0xE0;    // the address of the ranger is 0xE0  
  
i2c_read_data(addr, __, Data, _); // read one byte, starting at reg 1  
  
light = Data[0] return light;  
  
}
```