Timothy Ho, Chuizheng Kong, Shengyi Shen

LITEC

Section 3

Group Member 1 Pseudocode

compiler directives

        #include <c8051_SDCC.h>

        #include <stdio.h>

declare global variables

        sbit PB1, PB2, SS, LED0, BILED0, BILED1, BUZZER

function prototypes

        void Port_Init(void)

        void Set_Outputs(void)

main function

        declare local variables

                (NONE)

        initialization functions

                Sys_Init();

                putchar(' ');

                Port_Init();

        Begin infinite loop

                execute Set_Outputs(void) function to read sbit inputs and set sbit

                outputs

        End infinite loop

End main function

Functions

void Port_Init(void)

    Set SFRs P2, P3, P2MDOUT & P3MDOUT so P2.0, P3.0 & P3.1 are inputs,

        P3.3, P3.4, P3.6 & P3.7 are outputs

End Port_Init


void Set_Outputs(void)

    If SS is off then

        LED0 is on, BILED0 is off, BILED1 is off, BUZZER is off

        Print "Slide Switch is OFF"

    Else   (this means SS is on)

        Print "Slide Switch is ON and LED0 is off"

        If (PB1 is pushed and PB2 is pushed) then

            BILED0 is off, BILED1 is off, BUZZER is on

            Print "Pushbutton 1 and 2 ACTIVATED"

        Else if (PB1 is pushed and PB2 is released) then

            BILED0 is Green, BILED1 is off, BUZZER is off

            Print "Pushbutton 1 ACTIVATED"

        Else if (PB1 is released and PB2 is pushed) then

            BILED0 is off, BILED1 is Red, BUZZER is off

            Print "Pushbutton 2 ACTIVATED"

        Else BILED0 is off, BILED1 is off, BUZZER is off

End Set_Outputs