

# Assignment -1

Addition of 2 numbers:

```
#include<pic18f4550.h>
int sum=0;
void main(void) {
```

```
    TMR0=0x08;
    TMR2=0x05;
    sum=TMR0+TMR2;
    TMR2=sum;
    return;
}
```

The screenshot displays the MPLAB IDE interface with three main windows:

- Source Window:** Shows the C code for the assignment. The code includes `#include<pic18f4550.h>`, declares `int sum=0;`, and defines a `main` function that sets `TMR0=0x08;`, `TMR2=0x05;`, calculates `sum=TMR0+TMR2;`, updates `TMR2=sum;`, and returns.
- File Registers Window:** A table showing memory addresses from 000 to 180. The value at address 001 is highlighted as 0D.
- SFRs Window:** A table showing Special Function Registers. The `TMR2` register at address 0x08 is highlighted with a value of 13 in decimal.

The screenshot shows the Watch window in the MPLAB IDE. It contains a single entry:

Name	Type	Address	Value
sum	int	0x1	13