# EEE316 MICROPROCESSORS PRE-LABORATORY REPORT

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LAB. NUMBER : 2

#### **OBJECTIVES OF THE LABORATORY ASSIGNMENT:**

Objectives of this lab are examining the I/O port operation using a MPLAB simulator and understanding how to turn the LEDs on with given delay intervals. Also, calculating the delay time and how to call delay.

#### **CODE AND COMMENTS:**

1.

```
org Oh
    ; initialization steps
     BANKSEL ANSELC ; going anselc bank
     CLRF ANSELC ; reset anselc
     CLRF TRISC ; portc is output
     MOVLW OX00 ; clear wreg
     MOVWF PORTC ; moving portc
     ; loop
COUNT
        EQU 0X25; COUNT = 25H
     MOVLW .40; loading d'40' to wreg for 40 times loop
     MOVWF COUNT; moving value to 25h loc
         INCF PORTC, F; every step portc will increase 1H
AGAIN
     CALL DELAY ; calling delay
     DECF COUNT,F; checking if 25h loc is zero
     BNZ AGAIN; if it is not zero, go to AGAIN
     ;-----delay subroutine
DELAY MOVLW .255; outer loop is starting
    MOVWF 0 \times 0 \times 0 \times 0 \times 10^{-5} is 255
LOOP 1 MOVLW .255; intermediate loop starts
    \overline{\text{MOVWF}} 0 \times 0 \text{D} ; 0 \times 0 \text{D} is 255
LOOP_0 NOP ; inner loop starts
    {f NOP} ; wasting 1 us 9 times
    NOP
    NOP
    NOP
    NOP
    NOP
    NOP
    NOP
    DECFSZ OXOD, F
    GOTO LOOP 0 ; repeat until 0x0D is zero
    DECFSZ OXOC, F
    GOTO LOOP 1 ; repeat until 0x0C is zero
    RETURN ; return to caller
    END ; end of asm file
```

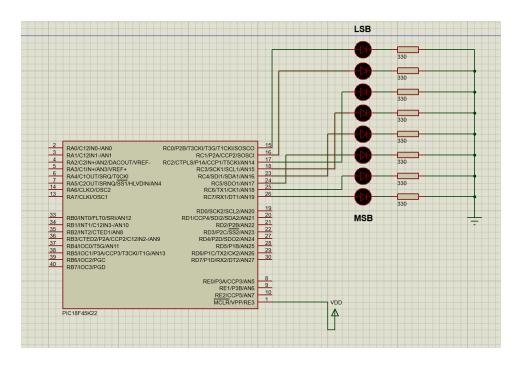
```
org Oh
     ; initialization steps
     BANKSEL ANSELD
     CLRF ANSELD
     CLRF TRISD ; portd is output
     BANKSEL ANSELB
     CLRF ANSELB
     CLRF TRISB; portd is output
     BANKSEL ANSELC
     CLRF ANSELC
     CLRF TRISC ; portdc is output
LOOP
       MOVLW 0X55; wreg = 55h
     MOVWF PORTB; put 55h on port b pins
     MOVWF PORTC; put 55h on port c pins
     MOVWF PORTD; put 55h on port d pins
     CALL DELAY ; putting delay
     MOVLW OXAA ; wreg = AAh
     MOVWF PORTB ; put AAh on port b pins
     MOVWF PORTC ; put AAh on port c pins
     MOVWF PORTD ; put AAh on port d pins
     CALL DELAY ; putting delay
     GOTO LOOP; for infinite loop
    ;-----delay subroutine
DELAY MOVLW .15; first loop is starting
    MOVWF 0 \times 01; 0 \times 01 is 15
LOOP 3 MOVLW .255; second loop starts
     MOVWF 0 \times 02; 0 \times 02 is 255
LOOP_2 MOVLW .255; third loop starts
     MOVWF 0 \times 03; 0 \times 02 is 255
LOOP_1 NOP; wasting 1 us 2 times
     NOP
     DECF 0x03, F; repeat until 0x03 is zero
     BNZ LOOP 1
     DECF 0 \times 02, F; repeat until 0 \times 02 is zero
     BNZ LOOP 2
     DECF 0 \times 01,F; repeat until 0 \times 01 is zero
     BNZ LOOP_3
     RETURN ; return to caller
     END ; end of asm file
```

```
BANKSEL ANSELC ; Prepare port a and b
     CLRF ANSELC
     BANKSEL ANSELB
     CLRF ANSELB
     SETF TRISC ; set portc as input
     CLRF TRISB ; b as output.
AGAIN BTFSS PORTC, 0 ; checking portc rc0 pin BRA AGAIN ; if it is zero go to AGAIN, otherwise continue
    CALL DELAY ; putting 0.5 s delay
LOOP BSF PORTB, 0 ; set portb rb0
                  ; putting 0.5 s delay
    CALL DELAY
    BCF PORTB, 0 ; clear portb rb0
    BSF PORTB,1 ; set portb pb1
                   ; putting 0.5 delay
; clear portb rb1
; loop to make red-yellow-red-yellow
    CALL DELAY
    BCF PORTB,1
    GOTO LOOP
     ;-----delay subroutine
DELAY MOVLW .255; outer loop is starting
    MOVWF 0 \times 0 \text{C}; 0 \times 0 \text{C} is 255
LOOP 1 MOVLW .255; intermediate loop starts
    \overline{\text{MOVWF 0X0D}}; 0x0D is 255
LOOP 0 NOP; inner loop starts
    {f NOP} ; wasting 1 us 5 times
    NOP
    NOP
    NOP
    DECFSZ OXOD, F
    GOTO LOOP 0 ; repeat until 0x0D is zero
    DECFSZ OXOC, F
    GOTO LOOP 1 ; repeat until 0x0C is zero
    RETURN ; return to caller
    END ; end of asm file
```

#### **EXPLANATIONS:**

# **QUESTION-1:**

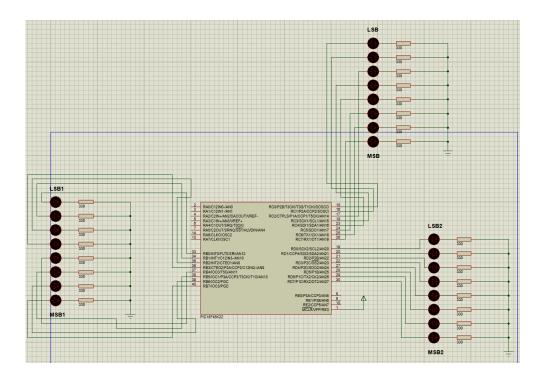
Our aim is to increase Port C bits from 0 to 40 in decimal. We put 0.8 s delay for every increment. To understand that bits are increasing we build 8 led connected to Port C. You can see the circuit and delay calculation below;



```
MOVLW .255; outer loop is starting
DELAY
    MOVWF OXOC; 0x0C is 255
LOOP 1 MOVLW .255; intermediate loop starts
    \overline{\text{MOVWF OXOD}}; 0x0D is 255
LOOP 0 NOP; inner loop starts
    NOP; wasting 1 us 9 times
    NOP
    NOP
    NOP
    NOP
    NOP
    NOP
    NOP
    DECFSZ OXOD, F
    GOTO LOOP 0 ; repeat until 0x0D is zero
    DECFSZ OXOC, F
    GOTO LOOP 1 ; repeat until 0x0C is zero
    RETURN ; return to caller
    END ; end of asm file
[(12 \times 255 \times 255) + (5 \times 255) + 4] \times 1 \mu s = 0.78 s
```

# **QUESTION-2:**

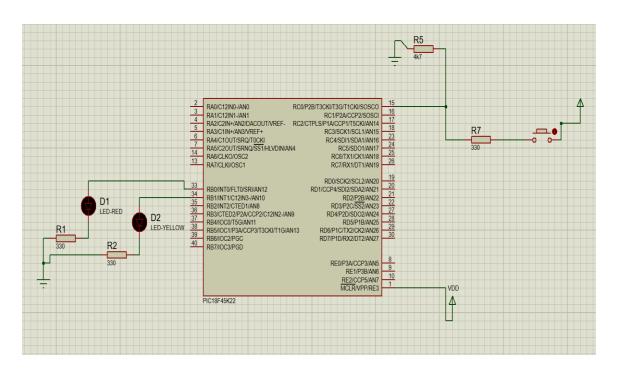
Our aim is to toggle all the bits of PORTB, PORTC and PORTD continuously by sending 55H and AAH to these ports and putting 1.2 s delay for each toggle. You can see the circuit and delay calculation below;



```
MOVLW .15 ; first loop is starting
     MOVWF 0 \times 01; 0 \times 01 is 15
LOOP_3 MOVLW .255; second loop starts
     MOVWF 0 \times 02; 0 \times 02 is 255
LOOP_2 MOVLW .255; third loop starts
     MOVWF 0 \times 03; 0 \times 02 is 255
LOOP_1 NOP; wasting 1 us 2 times
      NOP
      DECF 0x03,F; repeat until 0x03 is zero
      BNZ LOOP_1
      DECF 0 \times 02, F; repeat until 0 \times 02 is zero
     BNZ LOOP 2
      DECF 0 \times 01, F; repeat until 0 \times 01 is zero
      BNZ LOOP 3
      RETURN; return to caller
      END ; end of asm file
[(15 \times 255 \times 255 \times 5) + (15 \times 255 \times 5) + (15 \times 5) + 4] \times 250 \text{ ns} = 1.2s
```

# **QUESTION-3:**

Our aim is to see when we press the button connected to RCO, red LED turns on, and turns off after 0.5s. When red LED turns off, yellow LED turns on and turns off after 0.5s. You can see circuit and delay calculation below;



```
MOVLW .255; outer loop is starting
DELAY
    MOVWF 0 \times 0  ; 0 \times 0  is 255
LOOP 1 MOVLW .255; intermediate loop starts
    MOVWF 0X0D; 0x0D is 255
LOOP 0 NOP; inner loop starts
    NOP; wasting 1 us 5 times
    NOP
    NOP
    NOP
    DECFSZ OXOD, F
    GOTO LOOP 0 ; repeat until 0x0D is zero
    DECFSZ OXOC, F
    GOTO LOOP_1 ; repeat until 0x0C is zero
    RETURN ; return to caller
    END ; end of asm file
[(255 \times 255 \times 8) + (255 \times 5) + 4] \times 1 \mu s = 0.5 s
```

### Note:

This document will be prepared before the lab session. Unless you bring this document in the desired format or prepared, you will not be let to the session.