Embedded Systems Report
DAY 1 and 2
LED Blinking

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➢ Learning Objective:

❖ To learn how to blink LED using embedded C programming language using Keil uVision LDE and Proteus Simulation on 8051 microcontroller.

➢ Input and Output:

- **Input:**
  - ❖ Two switches (sw1 and sw2) are used as inputs to control the LEDs.
- **Output:**
  - ❖ The output is the state of the LEDs connected to port P1 of the microcontroller, which changes based on the switch inputs.

➢ Logic:

❖ The program initializes the microcontroller and enters an infinite loop (while(1)).
❖ The states of the switches (sw1 and sw2) are checked using conditional statements (if-else).
❖ Different patterns are output to port P1 depending on the combination of switch states:
❖ If both switches are off (sw1==0 && sw2==0), port P1 outputs 0x00.
❖ If sw1 is off and sw2 is on (sw1==0 && sw2==1), port P1 alternates between 0xA0 and 0x00 with a 50 ms delay.
❖ If sw1 is on and sw2 is off (sw1==1 && sw2==0), port P1 alternates between 0x0B and 0x00 with a 50 ms delay.
❖ If both switches are on (sw1==1 && sw2==1), port P1 alternates between 0xCD and 0x00 with a 50 ms delay.

➢ Results:

❖ The LEDs connected to port P1 will light up in different patterns based on the combination of switch states.
❖ The specific patterns for the given combinations are:
❖ All LEDs off when both switches are off.
❖ A specific pattern (0xA0 or 0x0B or 0xCD) displayed when one or both switches are on, alternating with all LEDs off with a 50 ms delay.

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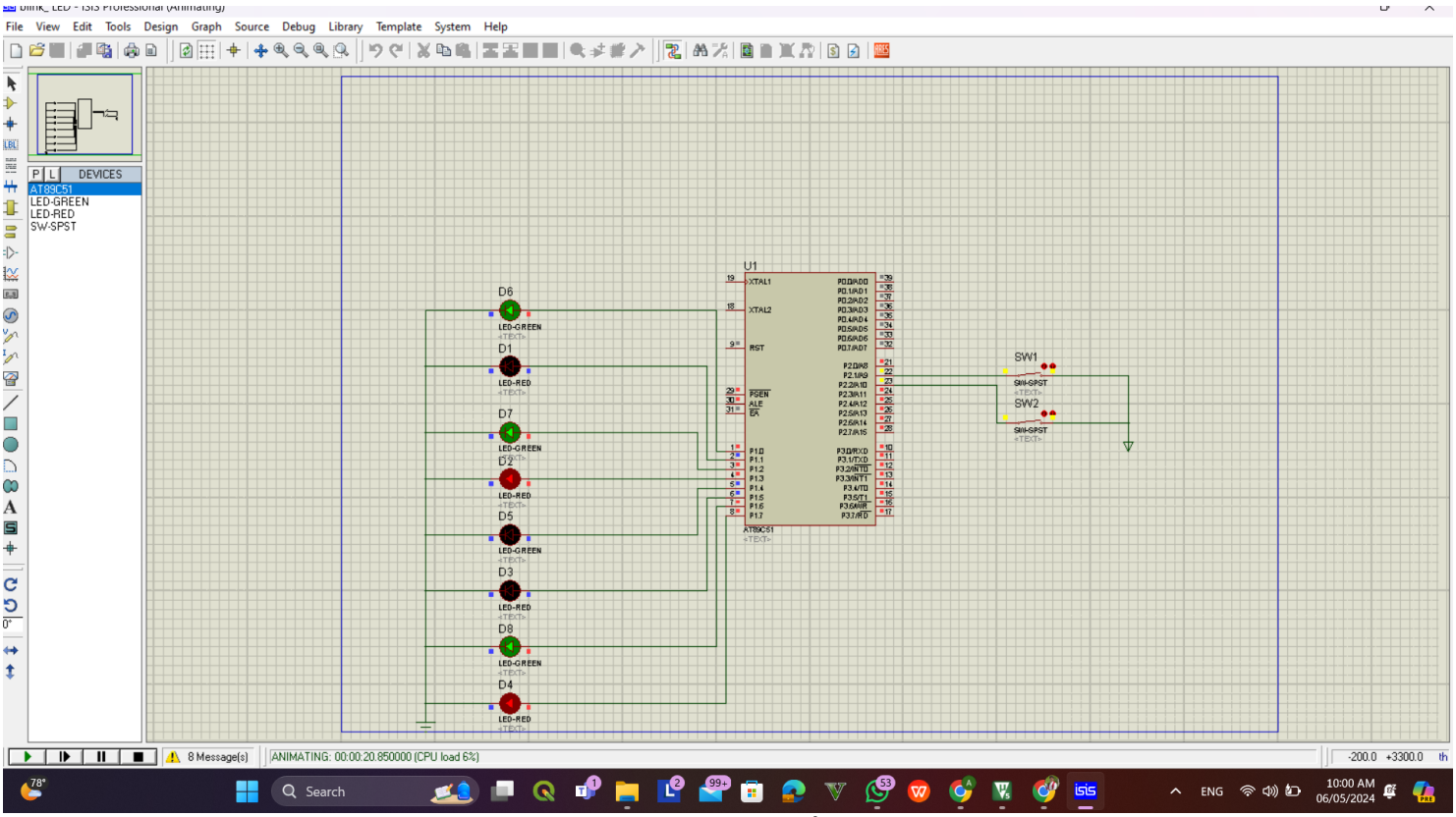
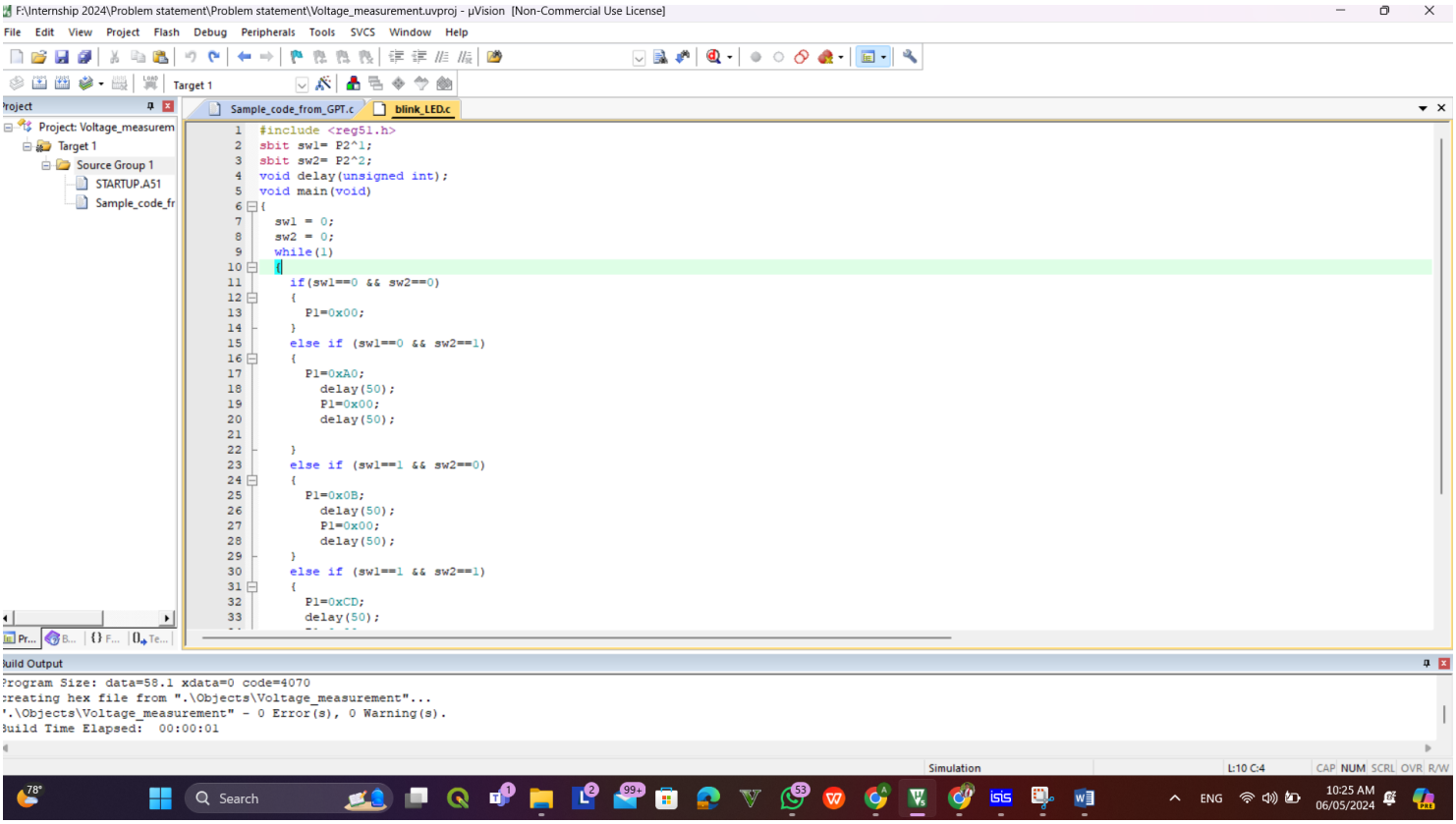
➢ Screen Shots:



Proteus Simulation



Keil uVision