

Q1)

Code:

```
#include <reg52.h>
```

```
sbit LED_pin = P1^2;
```

```
bit LED_state_G;
```

```
void LED_FLASH_Init(void);
```

```
void LED_FLASH_Change_State(void);
```

```
void DELAY_LOOP_Wait(const unsigned int);
```

```
void main(void)
```

```
{
```

```
    LED_FLASH_Init();
```

```
    while(1)
```

```
    {
```

```
        LED_FLASH_Change_State();
```

```
        DELAY_LOOP_Wait(1000);
```

```
    }
```

```
}
```

```
void LED_FLASH_Init(void)
```

```
{
```

```
    LED_state_G=0;
```

```
}
```

```
void LED_FLASH_Change_State(void)
```

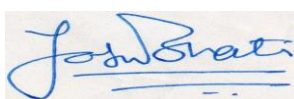
```
{
```

```
    if(LED_state_G == 1)
```

```
    {
```

```
        LED_state_G = 0;
```

```
        LED_pin = 0;
```



```

    }
else
{
    LED_state_G = 1;
    LED_pin = 1 ;
}
}

```

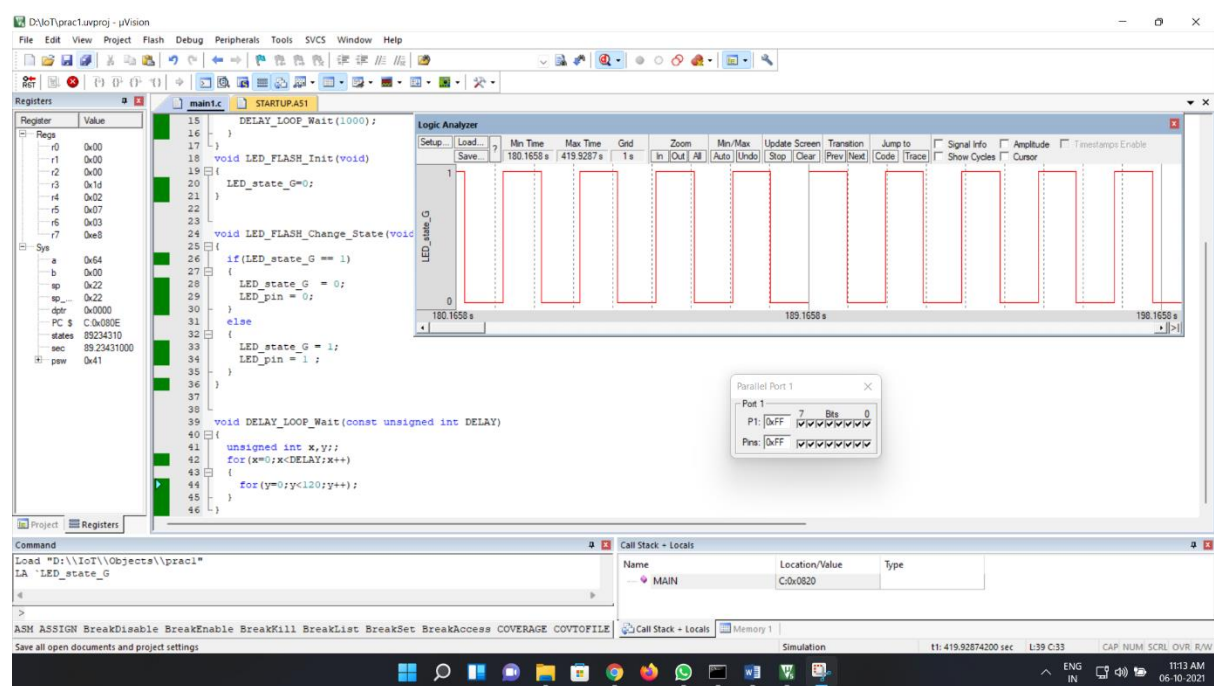
```
void DELAY_LOOP_Wait(const unsigned int DELAY)
```

```

{
    unsigned int x,y;;
    for(x=0;x<DELAY;x++)
    {
        for(y=0;y<120;y++);
    }
}

```

Output:



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All the functions used in the program are explained:

LED_FLASH_Change_State()

Change the state of an LED (or pluses a buzzer , etc) on a specified port pin

must call at twice the required flash rateL thus, for 1 Hz

flash (on for 1 seconds, off for 1 seconds),

LED_FLASH_Init()

Prepare for LED_change_state

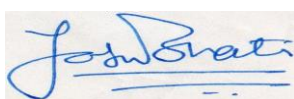
Delay_loop_wait()

Delay duration varies with parameter.

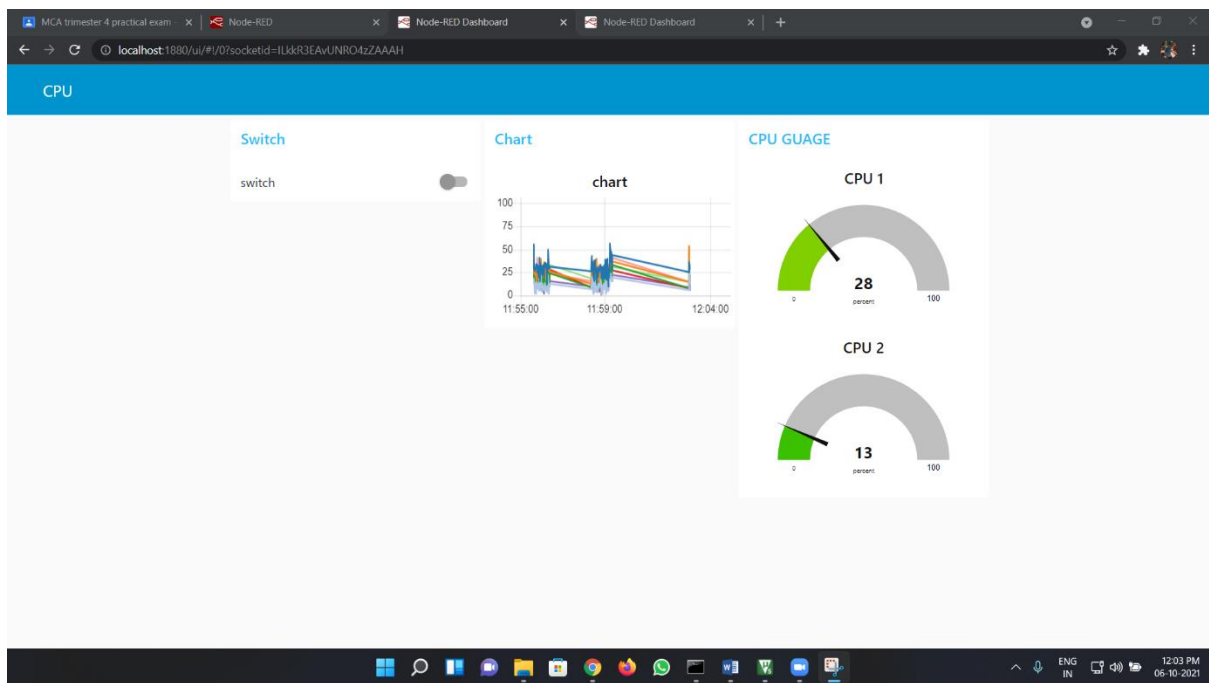
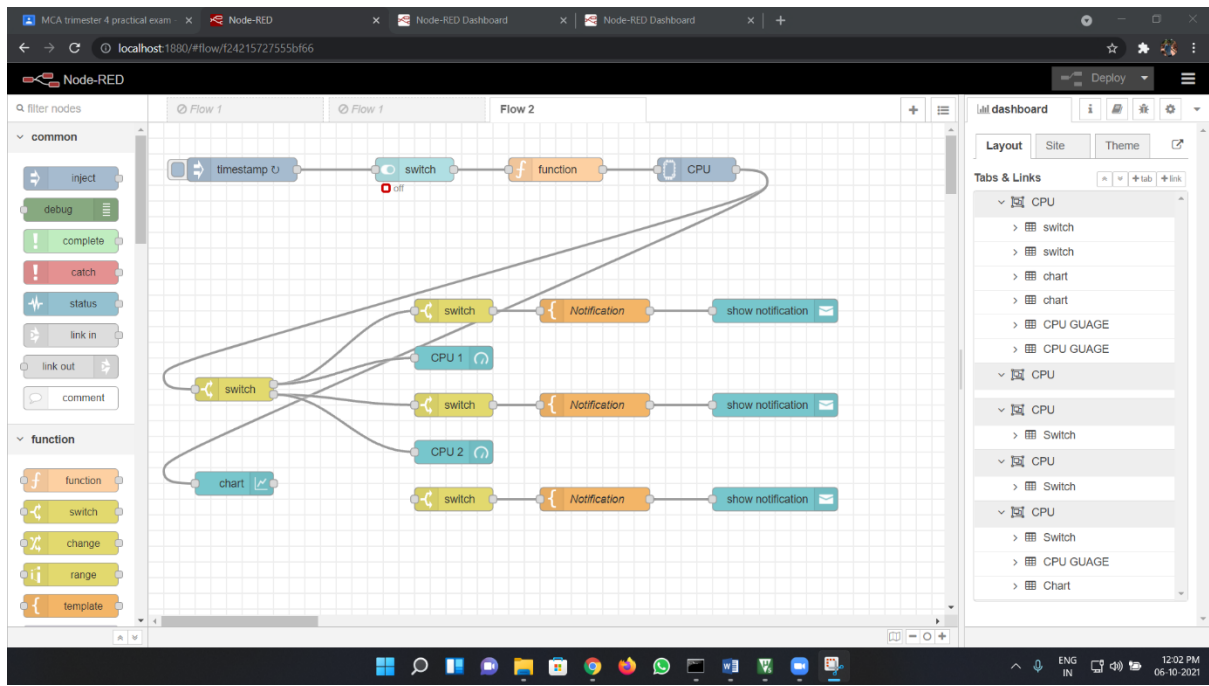
Parameter is, 'roughly', the delay, in milliseconds,

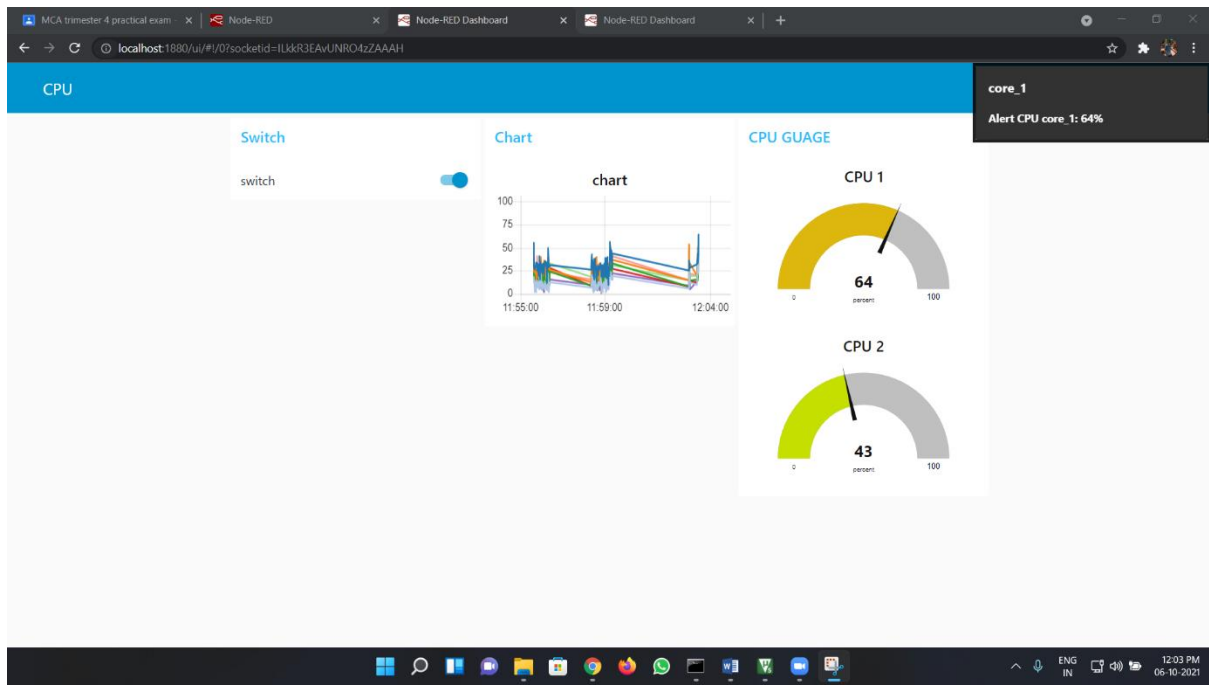
on 12MHz 8051(12 osc cycles)

you need to adjust the timing for your application



Q2)





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