

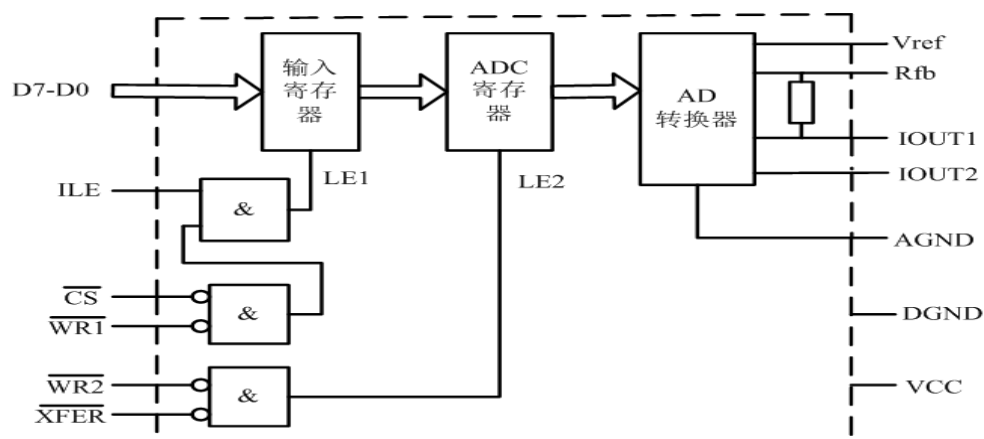
8032 实验

一、实验内容

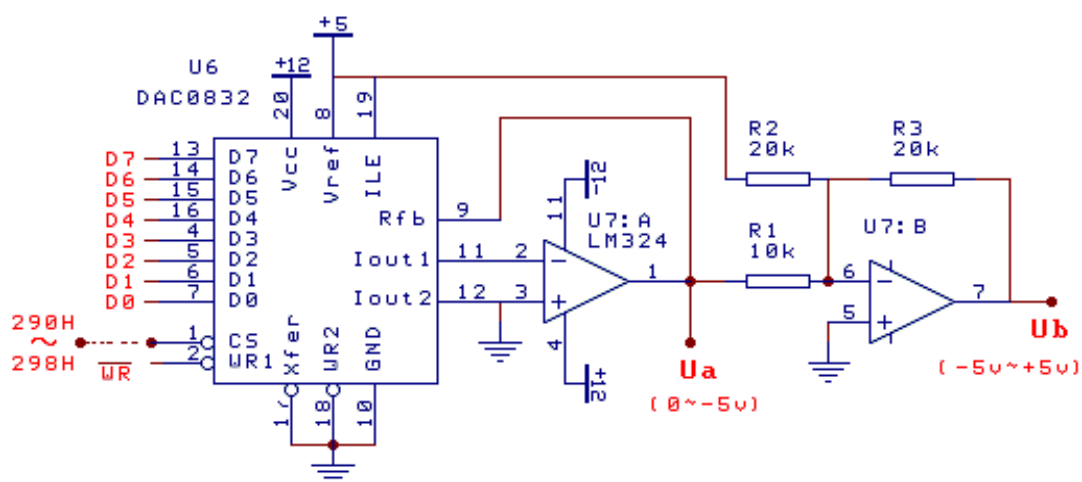
- 1、使用软件延时方法实现锯齿波、方波、三角波、梯形波。
- 2、使用 8253 产生 1ms 脉冲重新实现上述要求

二、8032 知识

1. 结构示意图



2.8 位 D/A 转换器 DAC0832 输入数据与输出电压的关系参考实验原理图：



$$U_a = -\frac{U_{REF}}{256} \times N \quad U_b = -\frac{U_{REF}}{256} \times N - 5$$

(U_{REF} 表示参考电压, N 表示数数据), 这里的参考电压为 PC 机的 +5V 电源。

产生锯齿波只须将输出到 DAC0832 的数据由 0 循环递增即可

三、参考程序

1. 延时法，16 次产生锯齿波，最高点-5V

DATA SEGMENT

DATA ENDS

STACK1 SEGMENT PARA STACK

 DW 20H DUP(0)

STACK1 ENDS

CODE SEGMENT

 ASSUME CS: CODE, DS:DATA, SS:STACK1

START:

 MOV AX, DATA

 MOV DS, AX

 MOV AL, 00H

AGAIN:

 MOV DX, 280H

 OUT DX, AL

 CALL DELAY

 ADD AL, 10H

 JMP AGAIN

 MOV AH,4CH; 退出到 DOS，即结束程序运行

 INT 21H

DELAY PROC NEAR

 PUSH CX

 MOV CX, 0FFFFH

L1: LOOP L1

 MOV CX,0FFFFH

L2: LOOP L2

 POP CX

 RET

DELAY ENDP

CODE ENDS

 END START

2. 延时法，32 次产生锯齿波，最高点-5V

DATA SEGMENT

DATA ENDS

CODE SEGMENT

ASSUME CS: CODE, DS:DATA

START:

MOV AX, DATA

MOV DS, AX

MOV AL, 00H

AGAIN:

MOV DX, 280H

OUT DX, AL

CALL DELAY

ADD AL, 08H

JMP AGAIN

MOV AH, 4CH

INT 21H

DELAY PROC NEAR

PUSH CX

MOV CX, 0FFFFH

L1: LOOP L1

MOV CX, 0FFFFH

L2: LOOP L2

POP CX

RET

DELAY ENDP

CODE ENDS

END START

3. 延时法，16 次产生三角波，最高点-2.5V

DATA SEGMENT

DATA ENDS

CODE SEGMENT

ASSUME CS: CODE, DS: DATA

START:

MOV AX, DATA

MOV DS, AX

MOV AL, 0H

DRAW_ASCEND_LINE: ;画上升的边

MOV DX, 280H

OUT DX, AL

CALL DELAY

CMP AL, 80H

JZ **DRAW_DESCEND_LINE** ;跳转到画下降的边

ADD AL, 08H

JMP **DRAW_ASCEND_LINE:**

DRAW_DESCEND_LINE: ;画下降的边

SUB AL, 08H

MOV DX, 280H

OUT DX, AL

CALL DELAY

CMP AL, 00H

JZ **DRAW_ASCEND_LINE** ;跳转到画上升的边

JMP **DRAW_DESCEND_LINE**

MOV AH, 4CH ;退出到 DOS, 即程序运行结束

INT 21H

DELAY PROC NEAR

PUSH CX

MOV CX, 200H

L1: LOOP L1

POP CX

RET

DELAY ENDP

CODE ENDS

END START

4. //延时法，16 次产生梯形波，最高点-2.5V

DATA SEGMENT

DATA ENDS

CODE SEGMENT

ASSUME CS: CODE, DS: DATA

START:

MOV AX, DATA

MOV DS, AX

MOV AL, 00H

DRAW_ASCEND_LINE: ;画上升的腰

MOV DX, 280H

OUT DX, AL

CALL DELAY

CMP AL, 80H

JZ DRAW_HORIZON_LINE ;跳转到画梯形上底

ADD AL, 08H

JMP DRAW_ASCEND_LINE

DRAW_HORIZON_LINE: ;画梯形上底

MOV CX, 10H

AGAIN:

OUT DX, AL

CALL DELAY

LOOP AGAIN

DRAW_DESCEND_LINE: ;画下降的腰

SUB AL, 08H

MOV DX, 280H

OUT DX, AL

CALL DELAY

CMP AL, 00H

JZ DRAW_ASCEND_LINE ;跳转到画上升的腰

JMP DRAW_DESCEND_LINE

MOV AH, 4CH ;退出到 DOS, 即程序结束

INT 21H

DELAY PROC NEAR

PUSH CX

MOV CX, 200H

L1: LOOP L1

```
        POP    CX
        RET
DELAY ENDP

CODE ENDS
        END START
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