

EECE416: Microcomputer Fundamentals and Design

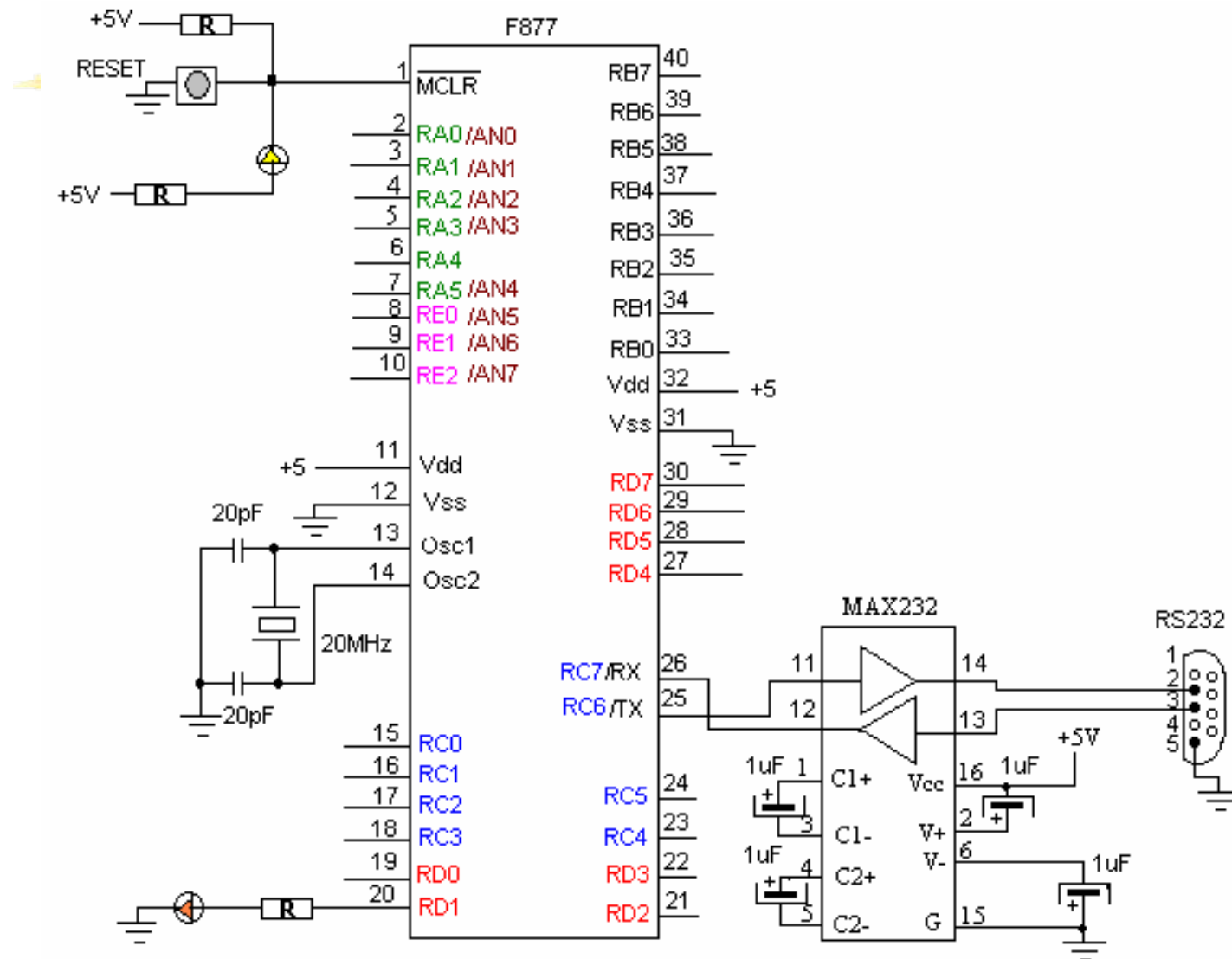
PIC Coding Practice - A

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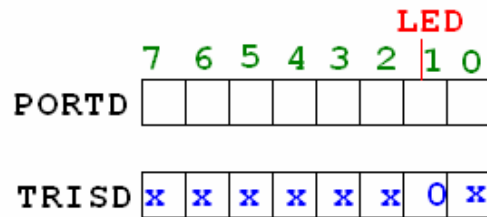
1: LED On/Off



Illustration

	Name	Bit 7	Bit 6	Bit 5	Bit 4	Bit 3	Bit 2	Bit 1	Bit 0
Bank 0									
00h ⁽⁴⁾	INDF	Addressing this location uses contents of FSR to address data memory (not a physical register)							
01h	TMR0	Timer0 module's register							
02h ⁽⁴⁾	PCL	Program Counter's (PC) Least Significant Byte							
03h ⁽⁴⁾	STATUS	IRP	RP1	RP0	TO	PD	Z	DC	C

0 0 — bank 0
 0 1 — bank 1
 1 0 — bank 2
 1 1 — bank 3



```

;I/O designation
;But, move to bank 0
BSF      0x03, 5
MOVLW   0x00
MOVWF   0x88
;Turn On
BSF      0x08, 1
CALL    DELAY
;Turn Off
BSF      0x08, 1
    
```

I/O Port

I/O designation

Bank 0	
Indirect addr. ^(*)	00h
TMR0	01h
PCL	02h
STATUS	03h
FSR	04h
PORTA	05h
PORTB	06h
PORTC	07h
PORTD	08h
PORTE	09h
PCLATH	0Ah
INTCON	0Bh
PIR1	0Ch
PIR2	0Dh
TMR1L	0Eh
TMR1H	0Fh
T1CON	10h
TMR2	11h
T2CON	12h
SSPBUF	13h
SSPCON	14h
CCPR1L	15h
CCPR1H	16h
CCP1CON	17h
RCSTA	18h
TXREG	19h
RCREG	1Ah
CCPR2L	1Bh
CCPR2H	1Ch
CCP2CON	1Dh
ADRESH	1Eh
ADCON0	1Fh
	20h
General Purpose Register	96 Bytes
7Fh	

first
 second
 third

8 bits (1 Byte)

Bank 1	
Indirect addr. ^(*)	80h
OPTION_REG	81h
PCL	82h
STATUS	83h
FSR	84h
TRISA	85h
TRISB	86h
TRISC	87h
TRISE	88h
TRISE	89h
PCLATH	8Ah
INTCON	8Bh
PIE1	8Ch
PIE2	8Dh
PCON	8Eh
	8Fh
	90h
SSPCON2	91h
PR2	92h
SSPAD	93h
SSPSTAT	94h
	95h
	96h
	97h
TXSTA	98h
SPBRG	99h
	9Ah
	9Bh
	9Ch
	9Dh
ADRESL	9Eh
ADCON1	9Fh
	A0h
General Purpose Register	80 Bytes
accesses	70h-7Fh
EFh	
F0h	
9Fh	
FFh	

Any Help with Bank selection headache ?

- ⌘ A MPASM Directive

- ⌘ MPASM User's Guide (Table 5.1)

- ⌘ BANKSEL: Generates RAM bank selecting code

- ⌘ Usage and Example

 - ⊞ BANKSEL f ; f is the register to access

 - ⊞ BANKSEL TRISD

 - ⊞ MOVLW 0x05

 - ⊞ MOVWF TRISD

- ⌘ Caution:

 - ⊞ No Label left to BANKSEL

 - ⊞ When Label is needed, use it above the BANKSEL line.

New LED code with BANKSEL

```
;Bootloader accommocation ===
```

```
    ORG      0x00
```

```
    GOTO    START
```

```
    ORG    0x05
```

```
;Bootloader accommodation ===
```

```
START
```

```
    BANKSEL TRISD
```

```
; 1 for input, 0 for output
```

```
    MOVLW   0x45          ;01000101 RD1 OUTPUT
```

```
    MOVWF   TRISD
```

```
; LED FLASH LOOP
```

```
    BANKSEL PORTD
```

```
    CLRF    PORTD
```

```
LOOP    BSF      PORTD,LED1          ;led on
```

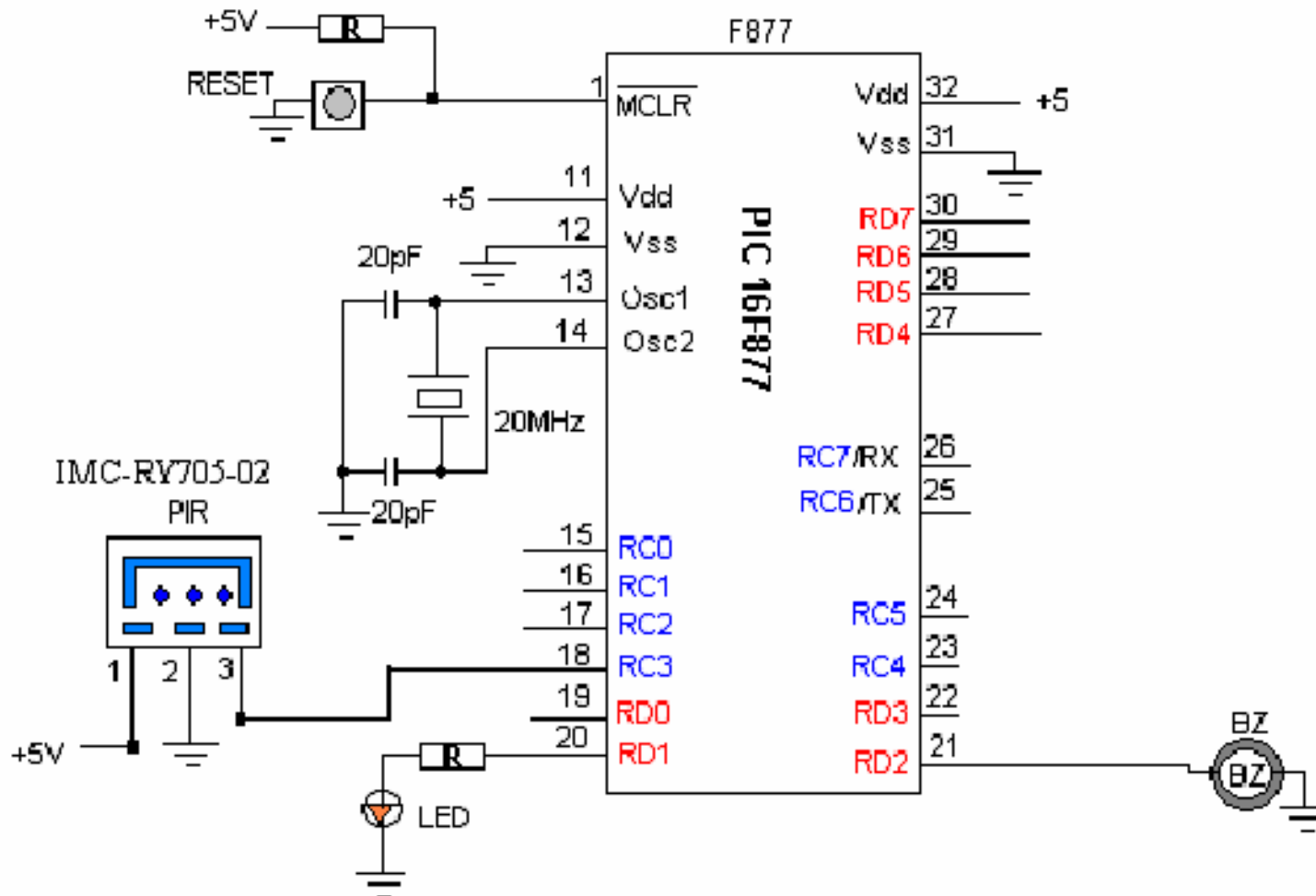
```
    CALL    DELAY
```

```
    BCF      PORTD,LED1          ;led off
```

```
    CALL    DELAY
```

```
    GOTO    LOOP
```

2: Motion Detection and Buzzing



Step 1: Piezo Buzzer

CE-328 Series

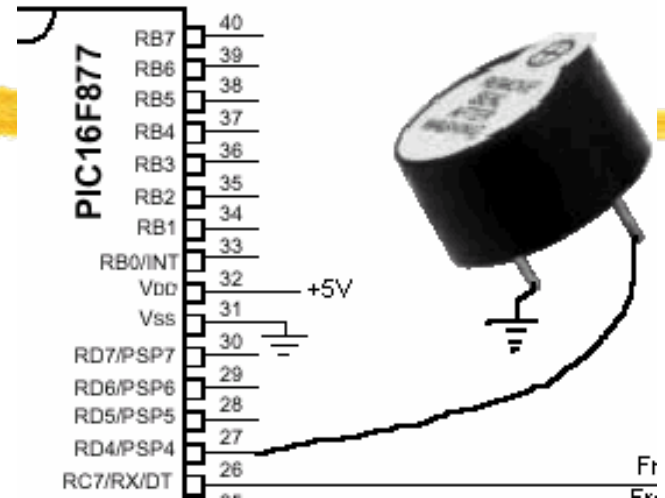


color Black
Housing Material Noryl
Pin Terminal

ELECTRICAL SPECIFICATIONS

MODEL NO.	32S4120	
Operating Voltage	(VDC)	3 - 16
Rated Voltage	(VDC)	12
*Max. Rated Current	(mA.)	7
*Min. Sound Output	(dBA/10cm)	80
*Frequency	(Hz.)	4000±500
Tone Nature		single
Operating Temperature	(°C)	-20 - +60
Weight	(gm.)	1

*Value applying at rated voltage



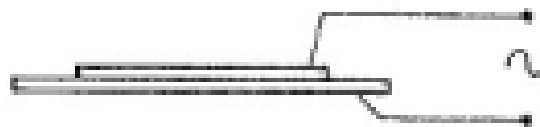
1 Hz

5 Hz

50 Hz

500 Hz

4000 Hz



100 us Delay and 1 ms Delay

⌘ 100 us delay

- ☒ needs 500 instruction cycles
- ☒ $600 = 166 * 3 + 2$
 - ☒ Number of Loops = 166 = 0xA6
- ☒ or $= 165 * 3 + 5$
 - ☒ Number of Loops = 165 = 0xA5
- ☒ or $= 164 * 3 + 8$
 - ☒ Number of Loops = 164 = 0xA4

```
;100us delay needs 500 inst.  
; 500 =166*3 +2 ---->Kount:  
; or =165*3 +5 ---->Kount:  
; or =164*3 +8 ---->Kount:
```

```
Delay100us
```

```
    banksel Kount100us
```

```
    movlw   H'A4'
```

```
    movwf  Kount100us
```

```
R100us  decfsz Kount100us
```

```
    goto   R100us
```

```
    return
```

```
;
```

```
Delay1ms
```

```
    banksel Kount1ms
```

```
    movlw   0x0A    ;10
```

```
    movwf  Kount1ms
```

```
R1ms    call    Delay100us
```

```
    decfsz Kount1ms
```

```
    goto   R1ms
```

```
    return
```


Piezo buzzing Practice

```
;PBuzz is connected to RD2  
;
```

```
list P = 16F877
```

```
STATUS EQU 0x03  
PORTD EQU 0x08  
TRISD EQU 0x88  
PBUZZ EQU 0x02
```

```
CBLOCK 0x20
```

```
TEMP
```

```
TEMP2
```

```
Kount120us
```

```
Kount100us
```

```
Kount1ms
```

```
Kount10ms
```

```
Kount100ms
```

```
Kount500ms
```

```
Kount1s
```

```
Kount10s
```

```
Kount1m
```

```
ENDC
```

```
=====;  
org 0x0000  
GOTO START
```

```
=====;
```

```
org 0x05  
START  
BANKSEL TRISD  
movlw 0x00  
movwf TRISD  
  
BANKSEL PORTD  
clrf PORTD
```

```
movlw 0x08 ;8 pulses of 5Hz  
banksel TEMP  
movwf TEMP  
LOOPb bsf PORTD, PBUZZ  
call Delay100ms  
bcf PORTD, PBUZZ  
call Delay100ms  
decfsz TEMP  
goto LOOPb
```

Step2: LED-BUZZ-MOTION Practice

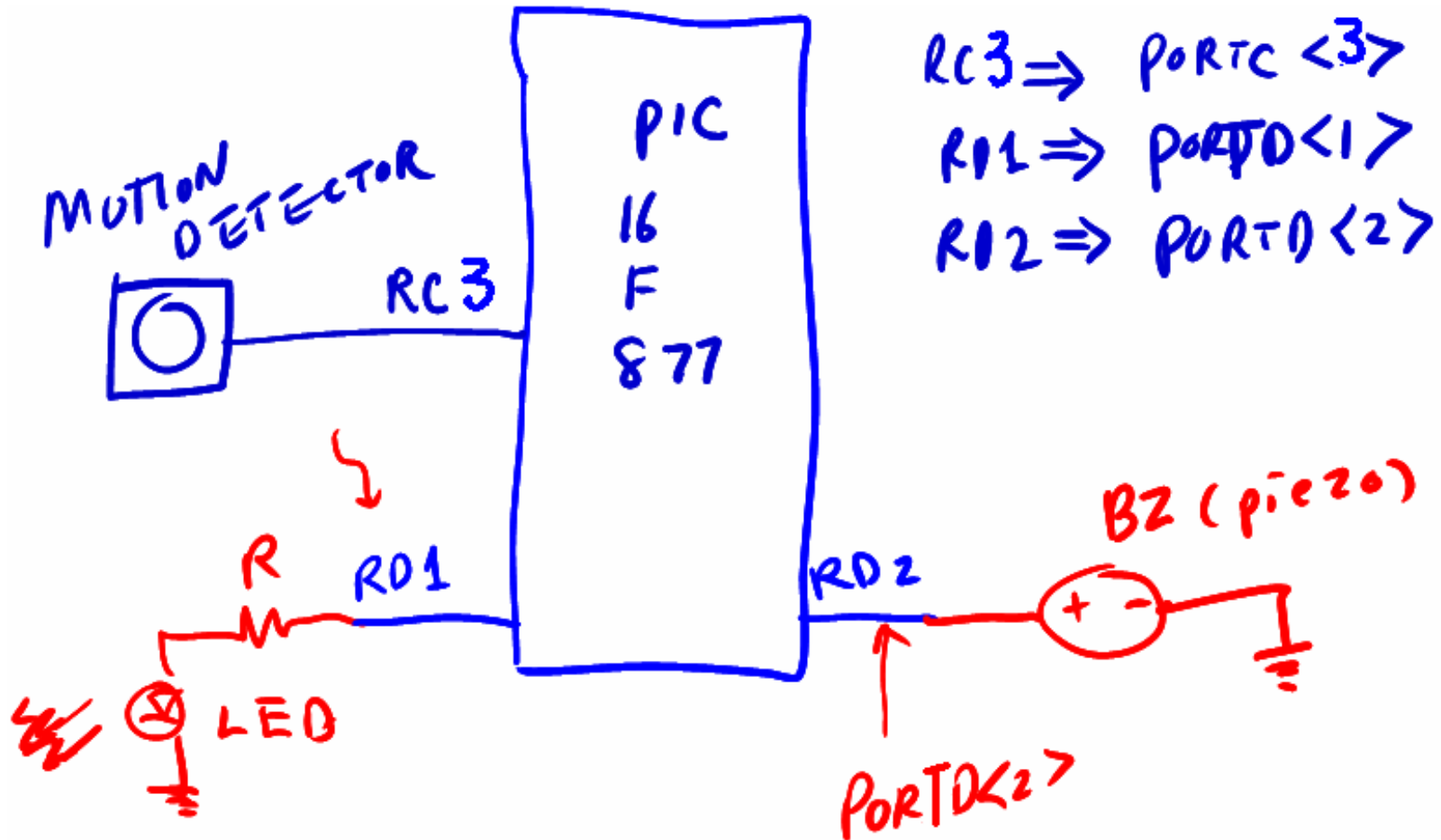
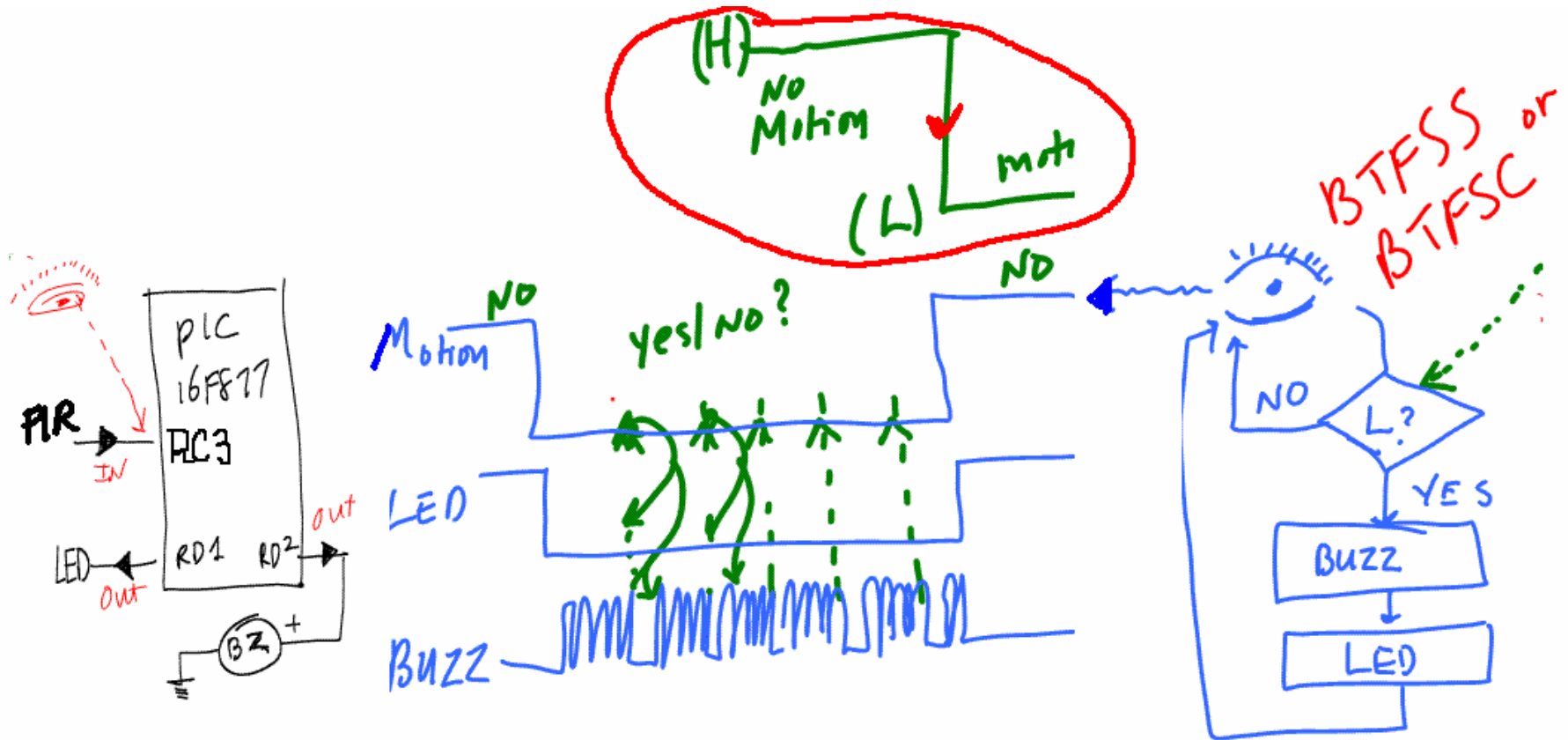


Illustration for Coding



Coding

```
MOTION    btfss    PORTC, PIR
          goto     ACTION
          bsf      PORTD, LED
          ;
          call     DELAY1s
          goto     MOTION
ACTION    bcf      PORTD, LED
          call     BZLED
          call     DELAY1s
          goto     MOTION
```

LED-BUZZ-MOTION (photo)

