

# Microprocessors and Microcontrollers (EE-231)

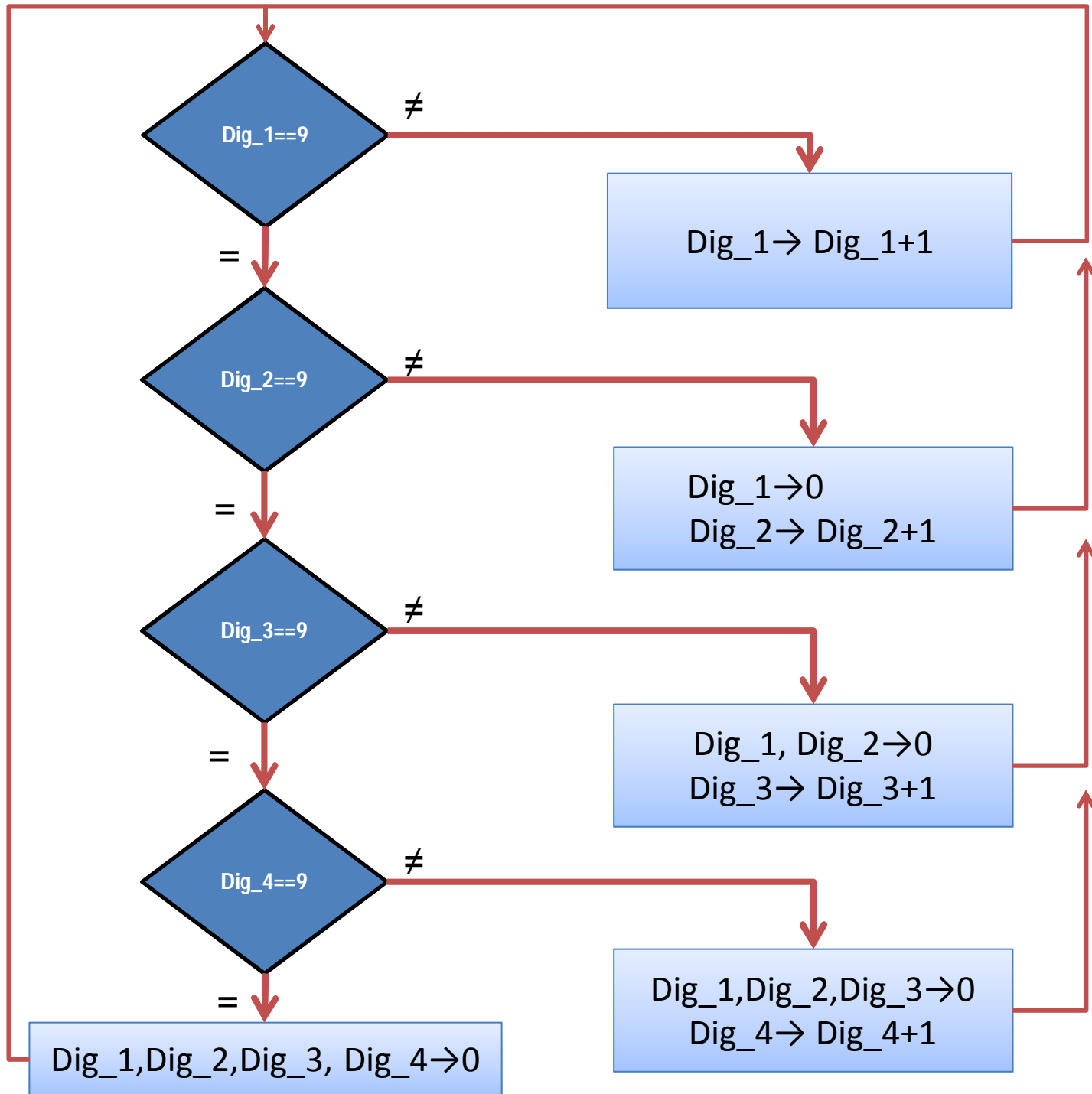
## **Lab-6**

# Main Objectives

- Implementation of a simple DIGITAL CLOCK on Easy8051v6 Development Board

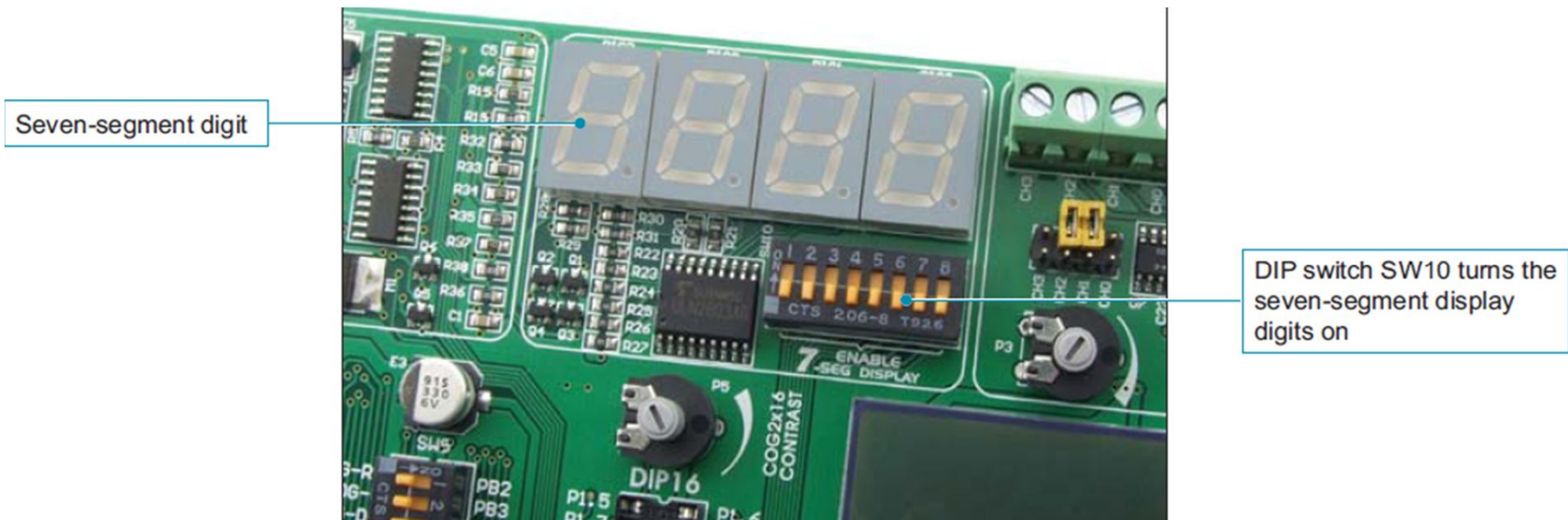
# Unpacked BCD increment logic

- For Digital clock we will make 4 variables in Registers with name, Dig\_1, Dig\_2, Dig\_3, and Dig\_4. We will have to implement an increment logic that follows decimal counting.
- For that, we will have to monitor the digit to see if it has become 9.
- Then, we will make it zero and increment the next digit.



# Today's Task 1

- Design a seconds counter which counts from 0000-9999 in KEIL and run it on easy 8051v6 development system. The output should be displayed on seven segments.



# Task Code

```
1 |ORG 0H
2 DIG_1 EQU R7
3 DIG_2 EQU R6
4 DIG_3 EQU R5
5 DIG_4 EQU R4
6 MOV DPTR,#200H
7
8 ;Start of Main Code
9 START:
10 MOV R3,#255
11 LOOP:
12 MOV A,DIG_1
13 MOVC A,@A+DPTR
14 MOV P1,#01H
15 MOV P0,A
16 ACALL DELAY
17
18 MOV A,DIG_2
19 MOVC A,@A+DPTR
20 MOV P1,#02H
21 MOV P0,A
22 ACALL DELAY
23
24 MOV A,DIG_3
25 MOVC A,@A+DPTR
26 MOV P1,#04H
```

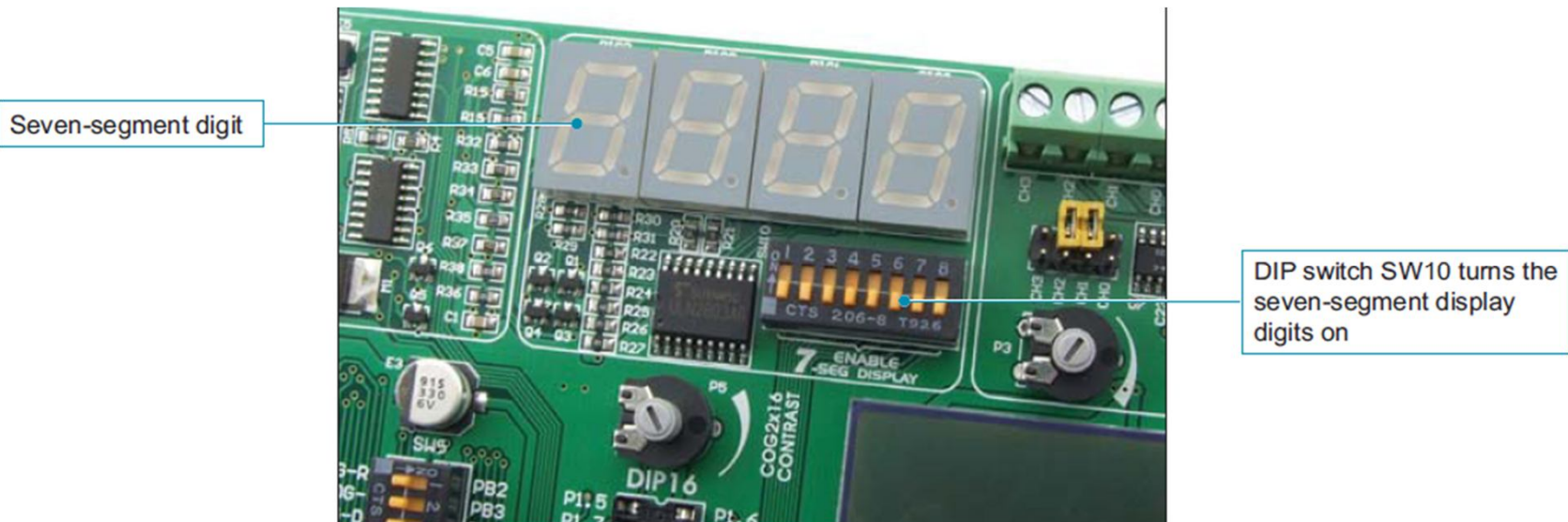
```
27 MOV P0,A
28 ACALL DELAY
29
30 MOV A,DIG_4
31 MOVC A,@A+DPTR
32 MOV P1,#08H
33 MOV P0,A
34 ACALL DELAY
35 DJNZ R3,LOOP
36
37 ;INCREMENT LOGIC
38
39 CJNE DIG_1,#09H,STEP1
40 CJNE DIG_2,#09H,STEP2
41 CJNE DIG_3,#09H,STEP3
42 CJNE DIG_4,#09H,STEP4
43 MOV DIG_4,#00H
44 MOV DIG_4,#00H
45 MOV DIG_4,#00H
46 MOV DIG_4,#00H
47 SJMP START
48 STEP1:
49 INC DIG_1
```

```
49 INC DIG_1
50 SJMP START
51
52 STEP2:
53 MOV DIG_1,#00H
54 INC DIG_2
55 SJMP START
56
57 STEP3:
58 MOV DIG_1,#00H
59 MOV DIG_2,#00H
60 INC DIG_3
61 SJMP START
62
63 STEP4:
64 MOV DIG_1,#00H
65 MOV DIG_2,#00H
66 MOV DIG_3,#00H
67 INC DIG_4
68 SJMP START
69
70 ;--Delay Sub-Routine
71 DELAY:
72 MOV R0,255 ;DELAY
73 HERE:DJNZ R0,HERE
74 RET
```

```
76 ORG 200H
77 DB 0C0H,0F9H,0A4H,0B0H,099H,092H,082H,0F8H,080H,090H,0A0H,083H,0A7H,0A1H,84H,8EH
78 END
```

# Today's Task 2

- Design a **digital clock** in KEIL and run it on easy 8051v6 development system. The output should be displayed on seven segments.



# Proteus Diagram

