

**မာတိကာ**

စာရေးသူ၏အမှာစာ

**အခန်း(၁) Example Programs in PicBasic**

- ၁-၁ နိဒါန်း
- ၁-၂ LED Display Programs
  - ၁-၂-၁ Program-1
  - ၁-၂-၂ Program-2
  - ၁-၂-၃ Program-3
  - ၁-၂-၄ Program-4
  - ၁-၂-၅ Program-5
  - ၁-၂-၆ Program-6
  - ၁-၂-၇ Program-7
  - ၁-၂-၈ Program-8
  - ၁-၂-၉ Program-9
  - ၁-၂-၁၀ Program-10
  - ၁-၂-၁၁ Program-11

**အခန်း(၂) Source Code ရေးနည်း-၂**

- ၂-၁ နိဒါန်း
- ၂-၂ Microchip PIC16F84A Microcontroller
- ၂-၃ Good Programming Techniques
- ၂-၄ The Registers
- ၂-၅ Writing to the Ports
- ၂-၆ Delay Loops
- ၂-၇ Subroutines
- ၂-၈ Reading from the I/O Ports
- ၂-၉ Logical and Arithmetic Operators
- ၂-၁၀ BIT Operations
- ၂-၁၁ Data Tables
- ၂-၁၂ Interrupts
- ၂-၁၃ Interrupts - Writing the Code
- ၂-၁၄ The Watchdog Timer

**အခန်း(၃) Projects with PIC16F628**

- ၃-၁ နိဒါန်း
- ၃-၂ Four Digit Counter with 7-Segment LED Display
- ၃-၃ Digital LED Clock
- ၃-၄ Digital Tachometer (or) RPM Meter
- ၃-၅ LED Matrix Display
- ၃-၆ LED Calendar/Clock
- ၃-၇ Frequency Counter
  - ၃-၇-၁ ပထမအမျိုးအစားပတ်လမ်း
  - ၃-၇-၂ ဒုတိယအမျိုးအစားပတ်လမ်း

**အခန်း(၄) 5x7 Display Circuit- 2**

- ၄-၁ နိဒါန်း
- ၄-၂ TURN ON A LED
- ၄-၃ FLASH A LED
- ၄-၄ SCAN UP
- ၄-၅ SCAN UP & DOWN
- ၄-၆ SWITCH WITHOUT DEBOUNCE
- ၄-၇ SWITCH WITH DEBOUNCE
- ၄-၈ REACTION GAME
- ၄-၉ ANIMATION-1
- ၄-၁၀ ANIMATION-2
- ၄-၁၁ ANIMATION-3 (WIPE-UP SUB-ROUTINE)
- ၄-၁၂ ANIMATION-3A (COMBINATION)
- ၄-၁၃ ANIMATION-4 (WIPE-UP & WIPE-DOWN)
- ၄-၁၄ ANIMATION-5 (SLASH SUB-ROUTINE)
- ၄-၁၅ ANIMATION-6
- ၄-၁၆ PRESS BUTTON "A" AND SPLASH
- ၄-၁၇ START/STOP SPLASH ANIMATION
- ၄-၁၈ BULL'S EYE
- ၄-၁၉ LED DICE WITH SOUND-1
- ၄-၂၀ LED DICE WITH SOUND-2
- ၄-၂၁ MAKING A TONE
- ၄-၂၂ PRODUCING A BEEP
- ၄-၂၃ BEEP AFTER BUTTON A, B AND C
- ၄-၂၄ HEE HAW SIREN
- ၄-၂၅ CALLING HEE HAW ROUTINE
- ၄-၂၆ MAKING A NOTE
- ၄-၂၇ CREATING A SCALE
- ၄-၂၈ CREATING A TUNE

**အခန်း(၅) PIC Circuits Gallery - 2**

- ၅-၁ နိဒါန်း
- ၅-၂ Stepper Motor Controller
  - ၅-၂-၁ Stepper Motor အလုပ်လုပ်ပုံ
- ၅-၃ Room Temperature Controller
- ၅-၄ Ultrasonic Range Meter
- ၅-၅ RF Remote Controller
  - ၅-၅-၁ Transmitter ပတ်လမ်း
  - ၅-၅-၂ Receiver ပတ်လမ်း

**Example Programs in PicBasic**

- LED Display Programs
  - Program 1
  - Program 2
  - Program 3
  - Program 4
  - Program 5
  - Program 6
  - Program 7
  - Program 8
  - Program 9
  - Program 10
  - Program 11

**Source Code**

- Microchip PIC16F84A Microcontroller
- Good Programming Techniques
- The Registers
- Writing to the Ports
- Delay Loops
- Subroutines
- Reading from the I/O Ports
- Logical and Arithmetic Operators
- BIT Operations
- Data Tables
- Interrupts
- Interrupts - Writing the Code