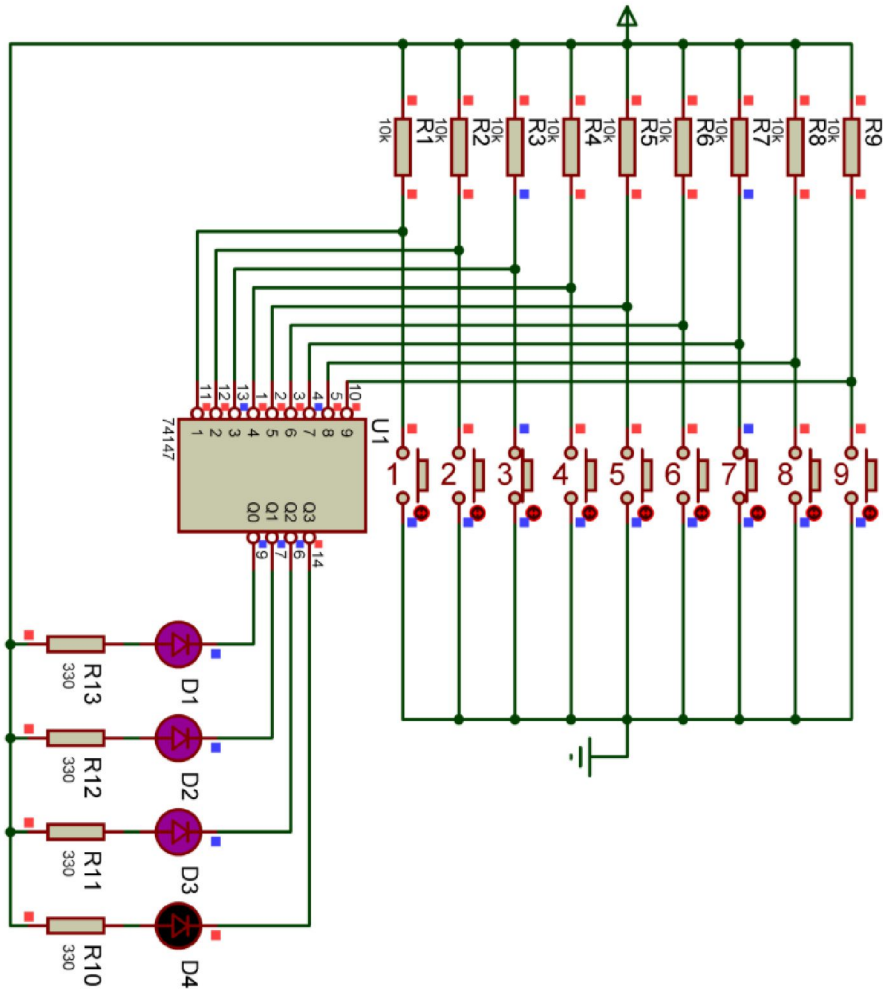


Exercice 1 :Fonction codage décimal/BCD

- 1- Donner les noms des entrées et des sorties du circuit 74147 ?.....
- 2- Compléter le tableau en se référant au montage

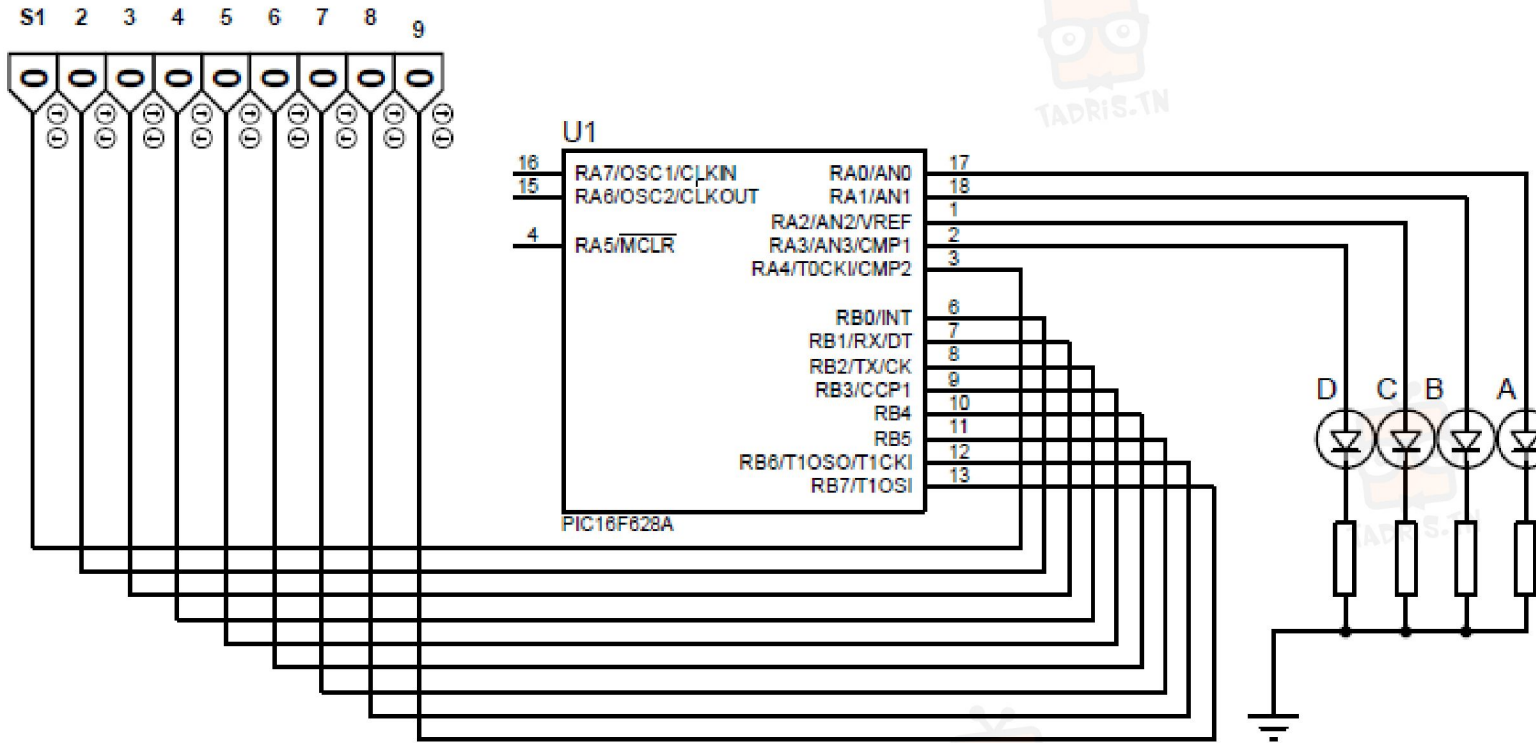


| 9 | 8 | 7 | 6 | 5 | 4 | 3 | 2 | 1 | D | C | B | A |
|---|---|---|---|---|---|---|---|---|---|---|---|---|
| | | | | | | | | | | | | |
| | | | | | | | | | | | | |
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| | | | | | | | | | | | | |
| | | | | | | | | | | | | |

- 3- Si deux entrées sont activées en même temps que se passe il ?

.....

4- Solution programmée



Compléter le programme en mikroC

Programme

```
sbit S1 at RA4_bit;
```

```
..... S2 ;
```

```
.....
```

```
{
trisA = .....;
```

```
trisB = 0x.....;
CMCON = 0x07;
```

```
.....;
```

```
.....
```

```
{
if (portb.b7) S2 = ... ;
```

```
else if (.....) S2 = ... ;
```

```
else if (.....) S2 = ... ;
```

```
else if (.....) S2 = ... ;
```

```
else if (.....) S2 = ... ;
```

```
else if (.....) S2 = ... ;
```

```
else if (.....) S2 = ... ;
```

```
else if (.....) S2 = ... ;
```

```
else if (.....) S2 = ... ;
```

```
else S2 = .....;
```

```
..... = S2; affichage sur le portA
```

```
.....
```

```
.....
```

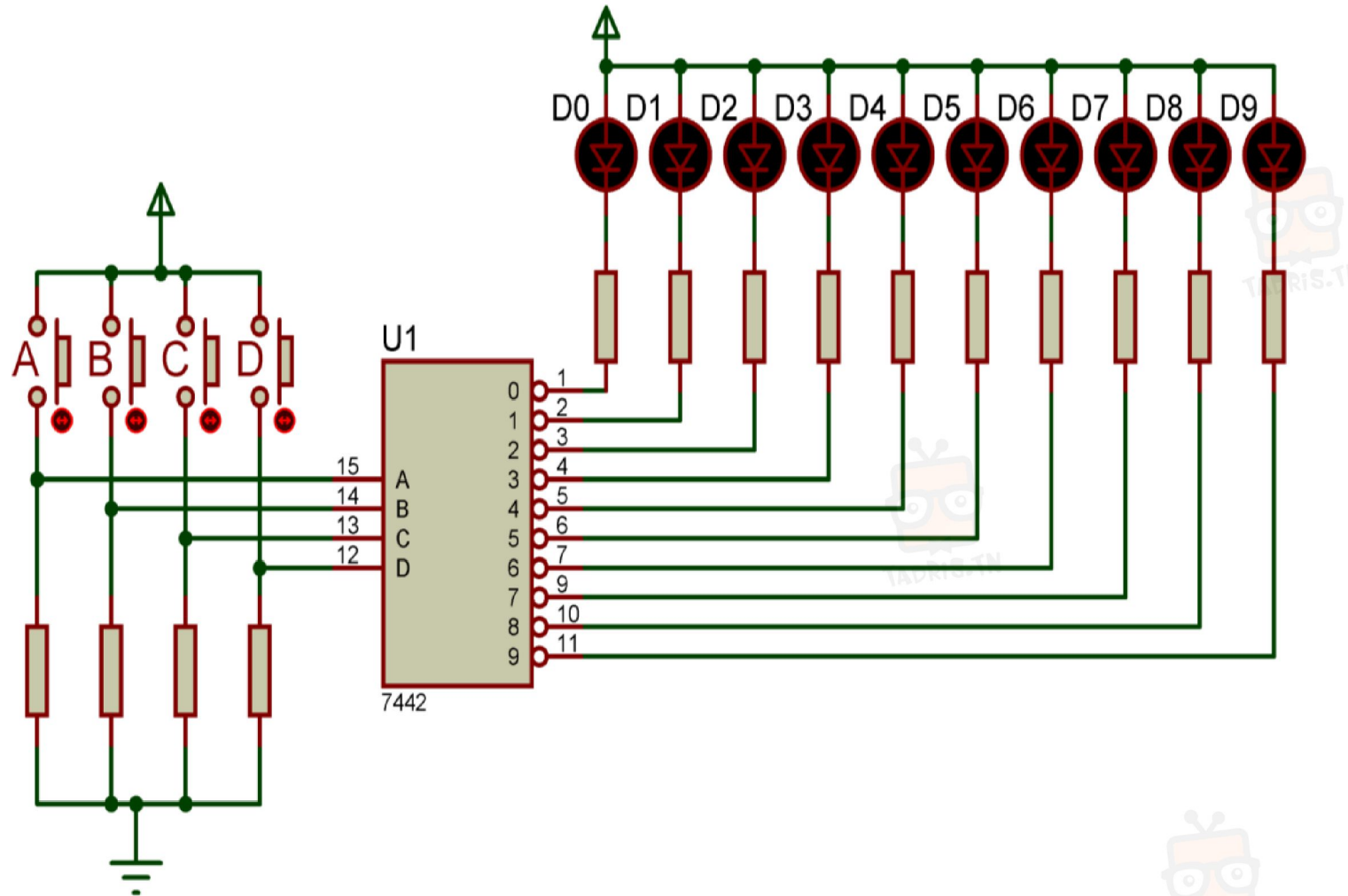


في دارك... إتهنوني على قرابت إصغارك



Exercice 2: Fonction décodage BCD/Décimal

1- Compléter le tableau en se référant au montage du circuit 7442.



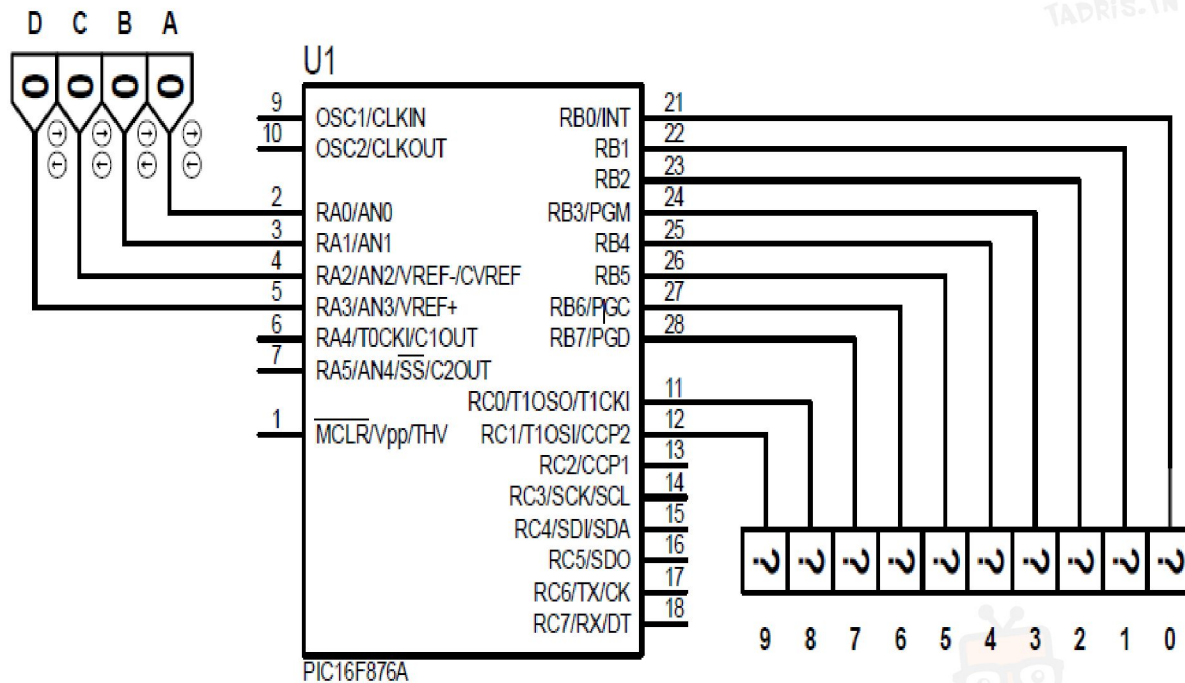
| ENTREES | | | | SORTIES |
|---------|---|---|---|---------|
| D | C | B | A | |
| 0 | 0 | 0 | 0 | |
| 0 | 0 | 0 | 1 | |
| 0 | 0 | 1 | 0 | |
| 0 | 0 | 1 | 1 | |
| 0 | 1 | 0 | 0 | |
| 0 | 1 | 0 | 1 | |
| 0 | 1 | 1 | 0 | |
| 0 | 1 | 1 | 1 | |
| 1 | 0 | 0 | 0 | |
| 1 | 0 | 0 | 1 | |



في دارك... إتهنوني على قرابتك إصغارك



Solution programmée avec la structure switch



Compléter le programme en mikroC

```

.....
.....
..... = 0x.....;
..... = 0x.....;
..... = 0x.....;
ADCON1 =6;
..... = .....;
..... = .....;
.....
.....
.....
..... (.....)
.....

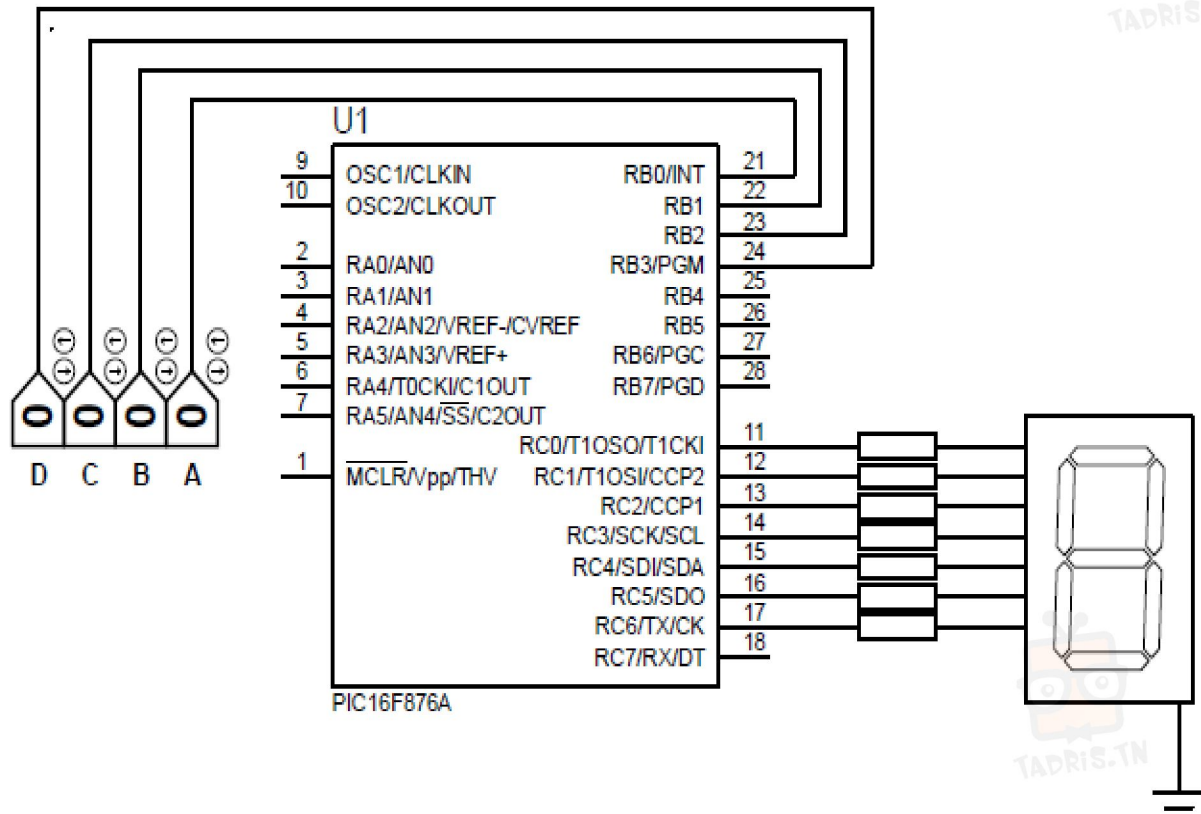
```

```

case (0x00): portb = ...; portC = ..; break;
case (0x01): portb = ..; portC = ..; break;
case (0x02): .....; .....; .....;
case (0x03): .....; .....; .....;
case (.....): .....; .....; .....;
case (.....): .....; .....; .....;
case (.....): .....; .....; .....;
case (.....): .....; .....; .....;
case (.....): .....; .....; .....;
default : .....; .....; .....;
.....
.....
.....

```


Solution programmée



Programme

char i at portb ; // Variable d'entrée i reliée au port b
 const afficheur[....] = //Tableau de 10 cases du type constantes:

```
{
0x....,
0x....,
0x....,
0x....,
0x....,
0x....,
0x....,
0x....,
0x....,
0x....,
}
```

```
..... // mot clé programme
..... //début
..... =0x.....; //configuration
..... =0x.....;
portc=.....; //initialisation
..... =.....; //initialisation
..... //boucle infinie
.....
.....//portc←
contenu du tableau
.....
.....
```



في دارك... إتهنوني على قرابتك إصغارك

