

Re: Microcontroller Project

Source: <http://sci.tech-archive.net/Archive/sci.electronics.design/2006-03/msg03785.html>

- *From:* "David L. Jones" <altzone@xxxxxxxxxx>
 - *Date:* 26 Mar 2006 17:28:03 -0800
-

akshaychander@xxxxxxxxxx wrote:

Sorry for the late reply.

Yes, I have to do the project in 8051. I have studied the theory of 8051, but have very little practical experience.

As far as languages are concerned, there is no restriction. I am planning on using C.

In that case a good C compiler will take care of most of the low level 8051 stuff for you.

I decided to try and implement the Hangman game itself. I have a rough idea as to what I must do, though I am confused as to how to go about it. Could you tell some good resources for 8051 programming in C on the net?

If you are programming in C then your actual program will have little to do with the 8051.

You could write the C program on a PC first, and then port to your 8051. Instead of writing to the screen you would turn on a LED on a port of the 8051, so only a small part of your program should change between a PC version and an 8051 version.

The advantage of using a high level language like C is that you shouldn't have to care what micro platform it is used on.

If you need help with the C code then the 8051 is the least of your problems.

On the other hand, if your subject is the 8051 micro and it's architecture then you won't learn much by doing your program in C. I am surprised your teacher is not forcing you to use assembler language.

Dave :)

Re: Microcontroller Project