**Sierra College MECH-01**

**Jim Weir 530.272.2203**

**jweir@sierracollege.edu**

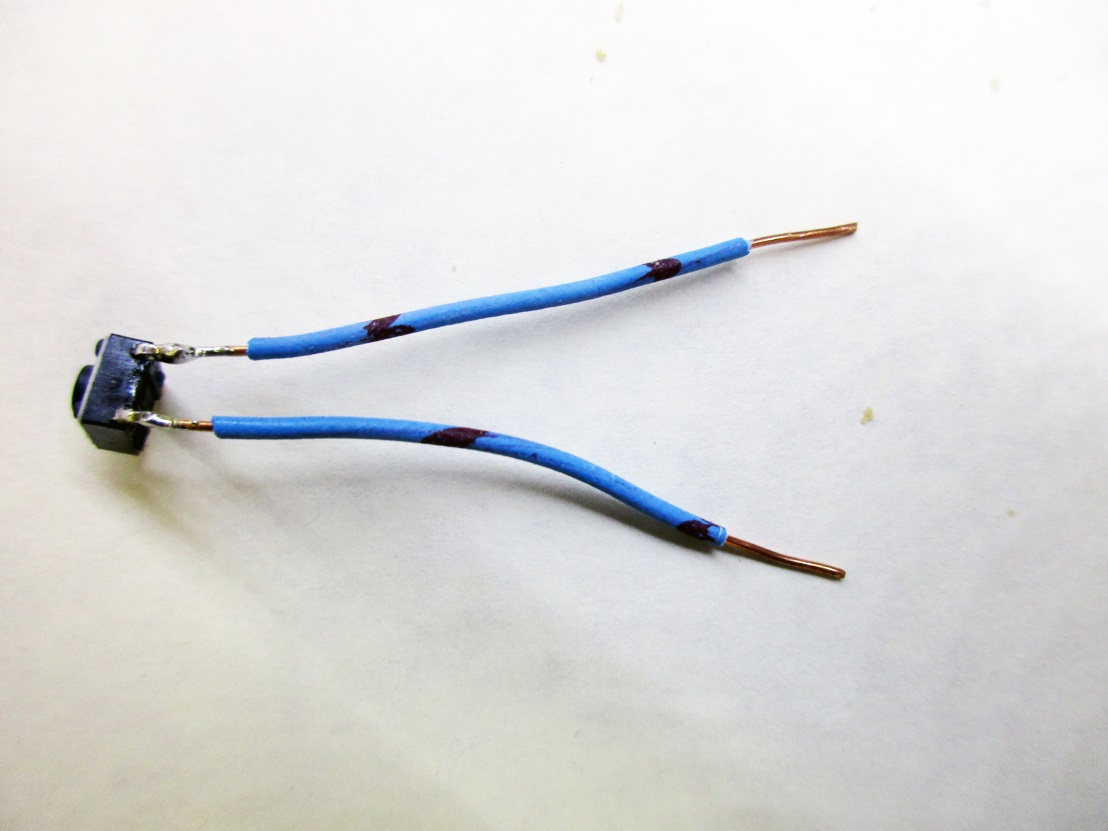
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**Application 12**

1. **Preparing the switch**
2. The first thing we have to do is to prepare a switch so that we can use it to control the 688. Notice that the switch has six sides. One side has a pushbutton. The opposite side is totally blank.

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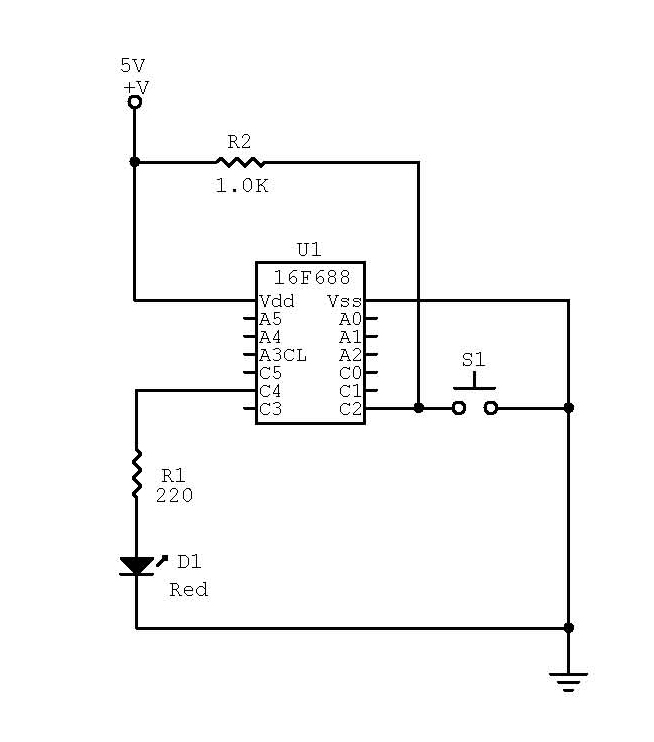
1. The four small sides have terminals on two of the sides and nothing on the other small sides.
2. Cut the two terminals off on one of the sides that have terminals.
3. Solder small short wires to the remaining terminals on the remaining side.



1. Connect this switch, one lead to ground (0 volts) and one lead to pin 8 of the 688.
2. Connect a 1k ohm resistor from pin 8 to +5

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1. Load hex file pushbutn.hex into your 688 at the instructor’s station.
2. If you do NOT push the button, does BLINK come on?
3. If you push the button, does BLINK come on and repeat forever?



1. Write and load program IFTHEN into your microprocessor.
2. Does the switch control when the program loads and executes?
3. Write and load program FORNEXT into your microprocessor
4. Does the program execute 10 times and then return to no lights?
5. Write and load program GOSUB into your microprocessor.
6. Connect a 220 ohm resistor in series with an LED in accordance with the schematic below.
7. Does the “nanny light” come on between pushbutton activation?

