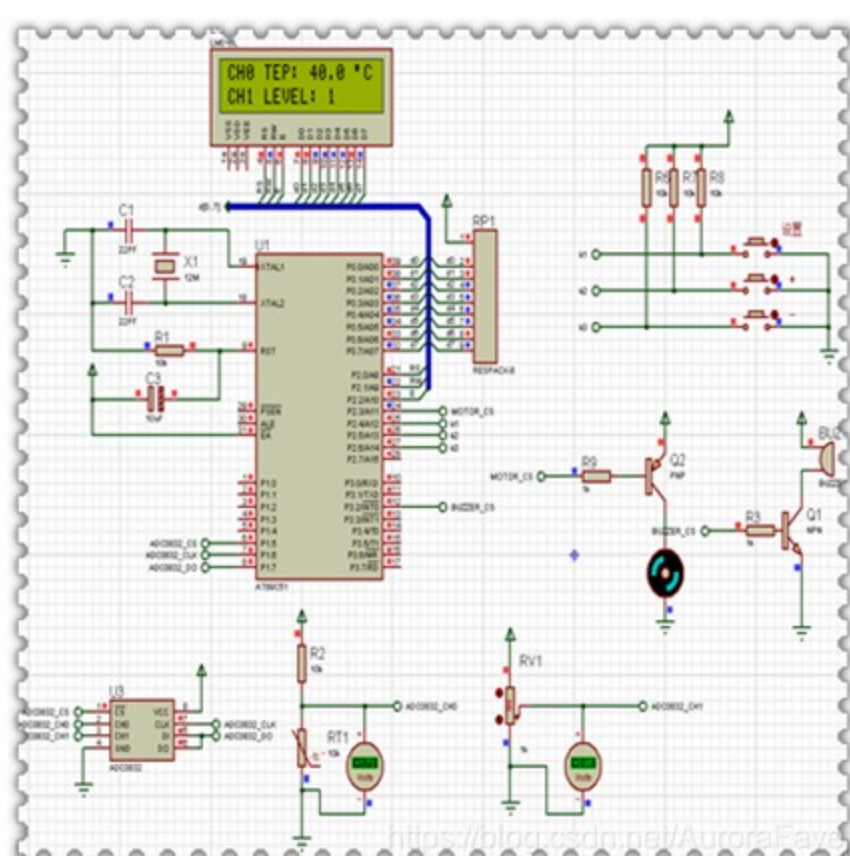




<https://blog.csdn.net/AuroraFaye>

```

1  #include <reg51.h>
2  #include <intrins.h>
3  #include <math.h>
4
5  #define uchar unsigned char
6  #define uint unsigned int
7
8  #define LCD1602_IO P0
9  #define GPIO_MOTOR P1
10
11 sbit LCD1602_RS=P2^0;
12 sbit LCD1602_RW=P2^1;
13 sbit LCD1602_E=P2^2;
14
15 sbit ADC0832_CS=P1^5;
16 sbit ADC0832_CLK=P1^6;
17 sbit ADC0832_DO=P1^7;    // 将CS置高电平禁用芯片
18
19 sbit MOTOR_CS=P2^3;
20 sbit BUZZER_CS=P3^2;
21
22 void Delay1ms(uint c);
23
24 void LcdInit();
25 void LcdWriteCom(uchar com);
26 void LcdWriteData(uchar dat);
27 uchar Get_AD_Result(bit channel);
28 void Motor_stepper();
29
30 uchar line1[]={ 'C', 'H', '0', ' ', 'T', 'E', 'P', ':', ' ', '0', '0', '.', '0', ' ', 0xdf, 'C' };
31 uchar line2[]={ 'C', 'H', '1', ' ', 'L', 'E', 'V', 'E', 'L', ':', ' ', '0', ' ', ' ', ' ', ' ', ' ' };
32
33
34 void main(void)
35 {
36     uint i;
37     double ADCdata, NTCr, t;

```



程序



电路



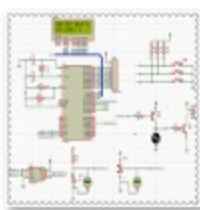
开发资料



软件教程



注意事项



仿真.png



配套资料说明.txt