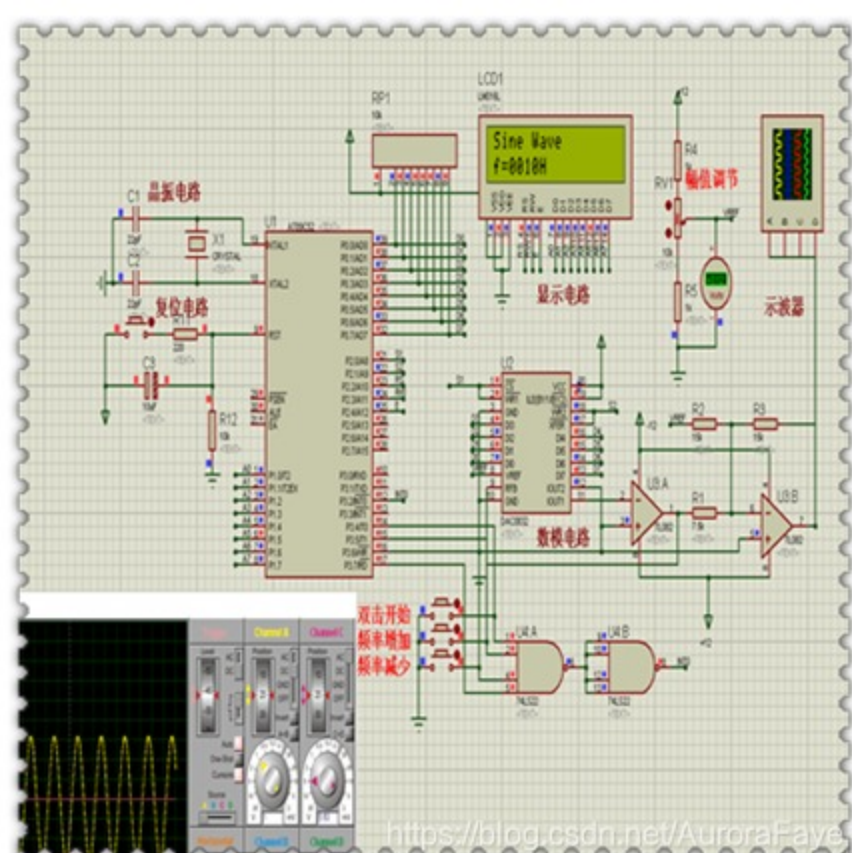




<https://blog.csdn.net/AuroraFaye>

```

1 #include<reg52.h>
2 #define uchar unsigned char
3 #define uint unsigned int
4 // #define Fosc 24000000/12000000 //12分频后的频率
5
6 #define DAdat P0 //DA数据端口
7 sbit DA_S1= P2^0; // 控制DAC0832的8位输入寄存器, 仅当都为0时, 可以输出数据(处于直通状态), 否则, 输出将被锁存
8 sbit DA_S2= P2^1; // 控制DAC0832的8位DAC寄存器, 仅当都为0时, 可以输出数据(处于直通状态), 否则, 输出将被锁存
9 sbit key= P3^2;
10 uchar wavecount; // '抽点' 计数
11 uchar THtemp, TLtemp; // 传递频率的中间变量
12 // uint T_temp;
13 uchar judge=1; // 在输出函数中用于简单判别作用
14 uchar waveform; // 波形标志位
15 uchar flag=0;
16
17 uchar code freq_unit[3]={10,10,10}; // 增加或者减少10倍频
18 uchar idata wavefreq[3]={1,1,1}; // 给波定义一个数组单元, 用于存放单位频率的个数
19 uchar code lcd_hang1[]={"Sine Wave " "Triangle Wave " "Square Wave " "Select Wave: " "press No.1 key!"};
20 uchar idata lcd_hang2[16]={"f= Hz "};
21
22
23
24 /***** 这两组数组很重要, 需要根据波形来调试, 选择合适的值, 使输出波形达到频率要求 *****/
25 uchar code waveTH[]={
26     0xfd,0xfe,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
27     0xfd,0xfe,0xff,0xff,0xff,0xff,0xff,0xff,0xff,
28     0xec,0xf6,0xf9,0xfb,0xfc,0xfc,0xfd,0xfd,0xfd,0xfe};
29 uchar code waveTL[]={
30     0x06,0x8a,0x10,0x4e,0x78,0x93,0xa8,0xb3,0xbe,0xc6, // 频率调整中间值
31     0xac,0xde,0x48,0x7a,0x99,0xaf,0xbb,0xc8,0xd0,0xde, // 频率调整中间值
32     0x88,0x50,0x90,0x32,0x34,0xbe,0x4a,0xa3,0xe5,0x2c};

```

