

This multi-part tutorial will cover PIC programming and interfacing techniques.

There are a huge number of books and articles covering this topic already available, so why bother writing another one you may ask, well, the answer is simple.

These articles will focus just on one specific PIC device, and that PIC will be programmed in the programming language, BASIC.

The BASIC that will be used in these tutorial chapters will be provided by the AMICUS18 BASIC compiler from Crownhill Associates. It's a fully featured FREE BASIC compiler and is limited only in that it supports two types of PIC – the PIC18F25K20 & K22, and the only real difference between these two PIC models is their maximum working voltage.

Each article will look at one specific hardware interfacing problem. Sample circuits will be provided as will fully commented BASIC source code that can be used to drive the hardware in question. Over time, you should be able to start to “glue” these blocks together to make some really useful projects of your own.

What these chapters will not cover is beginner electronics as there are plenty of resources already available for that. There will however be some supplementary chapters covering such subjects as PIC BASIC program debugging, program optimising techniques and creating breadboard carrier modules.

As with any subject it's difficult to know how detailed to be, so a balance has to be found as to not overload the reader with pointless (though possibly fascinating) information, whilst providing them with the necessary information to make positive and steady progress. With this in mind, the Internet is your best friend.

If you want to know more about a topic some separate research will usually yield positive results – Google is your friend.

You can also post questions on the www.hobbyelectronics.net website.