ORG 0000H

MOV A,#66H ; (66)h --> (11001100)b

SETB P1.5 ;setting port pin P1.5 as input switch

BACK:

MOV P1,A

JB P1.5,Moveclock ; if switch is closed (1) then run 'Moveclock'

JNB P1.5, Moveanticlock ; if switch is opened (0) then run 'Moveanticlock'

Moveanticlock: ; code for anticlock wise direction

RR A ; it will rotate the 66H (11001100 in binary) in RHS direction. So the sequence will be 3 -> 6 -> C -> 9

ACALL DELAY ; after each rotation to right it will call a delay

SJMP BACK ; jump to 'BACK' to check whether the switch is still off(0) or not.

Moveclock: ; code for clock wise direction

RL A ; it will rotate the 66H (11001100 in binary) in LHS direction. So the sequence will be 9 -> C -> 6 -> 3

ACALL DELAY ; after each rotation to left it will call a delay

SJMP BACK ; jump to 'BACK' to check whether the button is still on(1) or not.

DELAY: ; delay program

MOV R2,#255

H1: MOV R3,#255

H2: DJNZ R3,H2

DJNZ R2,H1

RET

END

