(5)

```
#include <stdio.h>
#include <reg51.h>
unsigned char xdataCommandWord_at_0x8003,
unsigned char xdataPortA_at_0x8000;
unsigned char xdataPortB_at_0xc801;
unsigned char xdata PresentFloor, RequestedFloor, step=0xf0;

unsigned long xdata Count, i;
delay()
{
for (count=0; count<=4800; count++);
   }
 reset();
 {
step = step & 0x0f;
 portA= step;
 step = step |0xf0;
  PortA= step;
 }
 GoUp()
{
switch(RequestedFloor)
 {
case 0x0d: while(step < 0xf3)
          {
            step++;
           portA= Step;
           delay();
           }
           reset();
           break;
```

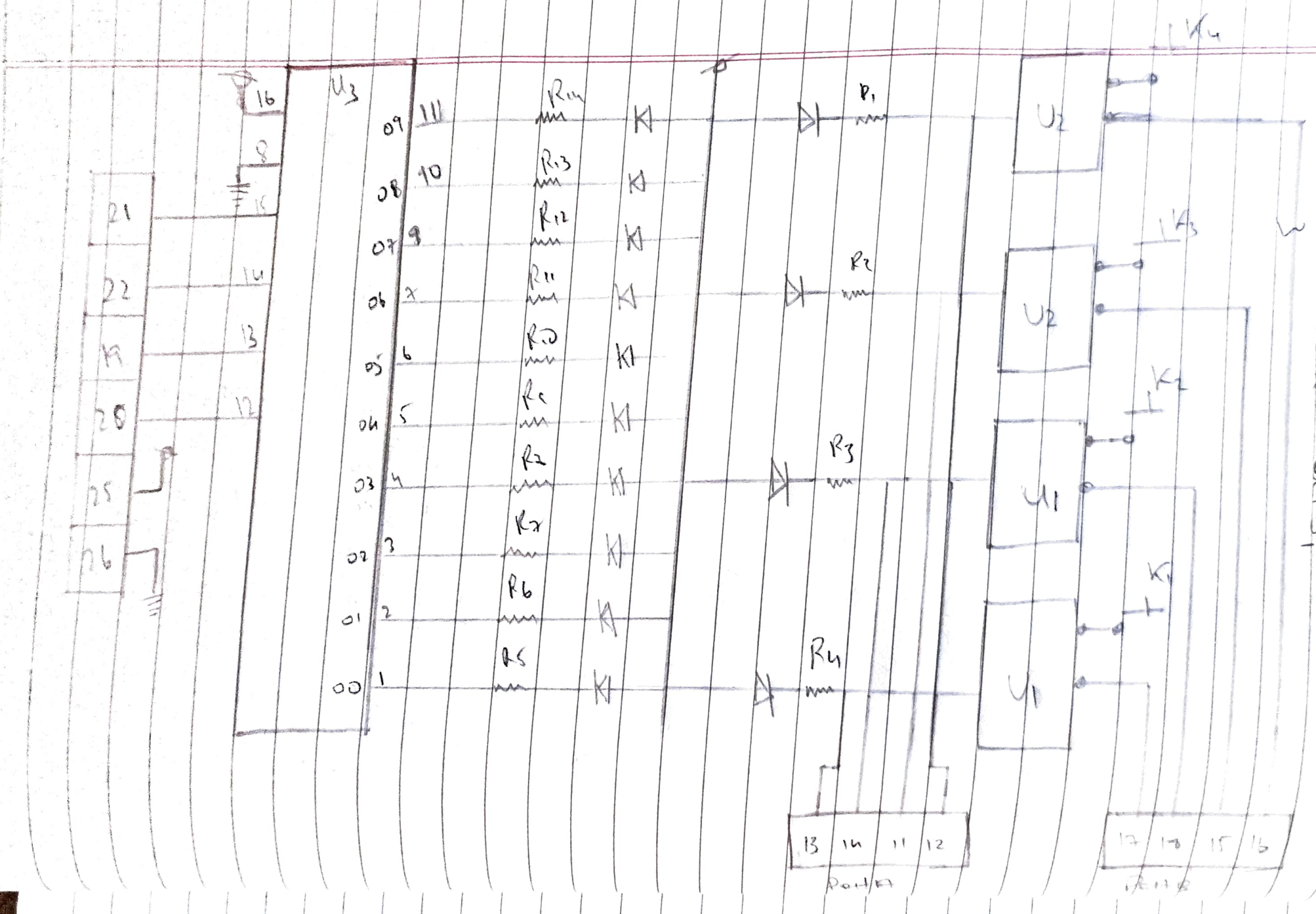
```
case 0x0b: while (step < 0xf6)
    {
    step++;
    portA = step;
     Delay();
     }
     Reset();
     break;

case 0x07: while (step < 0xfa)
     {
     step++;
     portA = step;
      Delay();
      }
      Reset();
      break;
   }
   }
 GoDown()
{
Switch (RequestedFloor)
{
case 0x0d: while (step > 0xf3)
     {
      step--;
      portA = Step;
       Delay();
       }
      Reset();
      Break;
```

```
case 0x0b: while (step > 0x0f)
           {
            step --;
            portA = step;
            Delay();
           }
           Reset();
           break;

case 0x0e: while (step > 0xf0)
           {
            step --;
            portA = step;
            Delay();
           }
           Reset();
           break;
      }
   }
void main()
  {
  Command Used = 0x82;
  portA = 0xf0;
  PresentFloor = PortB;
  RequestedFloor = RequestedFloor & 0x0f;
  if (RequestedFloor != 0x0f && RequestedFloor
                          != PresentFloor)
     {
       if (RequestedFloor < PresentFloor)
          GoUp();
       else
```

```
    GoDown();
PresentFloor = RequestedFloor;
        }
    RequestedFloor = PortB;
        }
```


U3
16
8
21
22
14
13
12
25
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09
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07
06
05
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2
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R11
R13
R12
R11
R10
R9
R8
R7
R6
R5
R4
D1
D2
D3
D4
R1
R2
R3
R4
13
14
11
12
U2
U2
U1
U1
K4
K3
K2
K1
17
18
15
16