

→ program to demo the elevator interface

```
#include <stdio.h>
```

```
#include <reg51.h>
```

```
unsigned char xdata commandword_at_0xe803;
```

```
unsigned char xdata portA_at_0xe800;
```

```
unsigned char xdata portB_at_0xe801;
```

```
unsigned char xdata count, i;
```

```
delay() {
```

```
for (count = 0; count <= 4500; count ++);
```

```
}
```

```
Reset() {
```

```
step = step & 0xf;
```

```
portA = step;
```

```
step = step | 0xf0;
```

```
portA = step;
```

```
}
```

```
Group() {
```

```
switch (requested floor) {
```

```
case 0x0d: while (step < 0xf3) {
```

```
step ++;
```

```
portA = step;
```

```
delay();
```

```
}
```



```
Reset();  
break;
```

```
case 0x06 : while (step < 0xf6) {  
    step++;  
    port A = step;  
    Delay();  
}  
Reset();  
break;
```

```
case 0x07 : while (step < 0xf9) {  
    step++;  
    port A = step;  
    Delay();  
}  
Reset();  
break;
```

```
Updown() {  
    Switch (Requested Floor) {
```

```
case 0x0d : while (step > 0xf3) {  
    step--;  
    port A = step;  
    Delay();  
}  
Reset();  
break;
```

```
case 0x06 : while (step > 0xf6) {  
    step--;  
    port A = step;  
    Delay();  
}
```



```
Reset();  
break;
```

```
Case 0x0e : while (step > 0x0f)  
{  
    step--;  
    portA = step;  
    Delay();  
}  
Reset();  
break;  
}
```

```
Void main () {  
    Commandword = 0x82;  
    portA = 0x0f;  
    presentfloor = 0x0e;  
    while (1) {  
        Requested Floor = Port B;  
        Requested Floor = Requested floor & 0x0f;  
        if (Requested Floor != 0x0f & Requested  
            floor != presentfloor) {  
            if (Requested floor < presentfloor)  
                Group();  
            else  
                Go down();  
            Present floor = Requested Floor;  
        }  
        Requested Floor = Port B;  
    }
```