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LAB PROGRAM - 15

Q. Program to demo the elevator interface.

A. #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 PresentFloor, RequestedFloor, Step = 0xf0;  
unsigned long xdata Count, i;
```

Delay()

```
{  
    for (Count = 0; Count <= 4500; Count++);  
}
```

Reset()

```
{  
    Step = Step & 0x0f;  
    PortA = Step;  
    Step = Step | 0xf0;  
    PortA = Step;  
}
```

GoUp()

```
{  
    switch (RequestedFloor)  
    {  
        case 0x0d: while (Step < 0xf3)  
                    {  
                        Step++;  
                        PortA = Step;  
                    }  
    }  
}
```

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```
    Delay();
```

```
Reset();
```

```
break;
```

```
case 0x0b: while (Step < 0xf6)
```

```
{
```

```
    Step++;
```

```
    PortA = Step;
```

```
    Delay();
```

```
}
```

```
Reset();
```

```
break;
```

```
case 0x07: while (Step < 0xf9)
```

```
{
```

```
    Step++;
```

```
    PortA = Step;
```

```
    Delay();
```

```
}
```

```
Reset();
```

```
break;
```

```
}
```

```
}
```

```
Go Down()
```

```
{
```

```
switch (Requested Floor)
```

```
{
```

```
case 0x0d: while (Step > 0xf3)
```

```
{
```

```
    Step--;
```

```
    PortA = Step;
```

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```
        Delay();  
    }
```

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

```
case 0x0b : while (step > 0xf6)  
{
```

```
    step--;  
    PortA = step;  
    Delay();
```

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

```
case 0x0e : while (step > 0xf0)  
{
```

```
    step--;  
    PortA = step;  
    Delay();
```

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

```
}
```

```
}
```

```
void main()
```

```
{
```

```
    CommandWord = 0x82;
```

```
    PortA = 0xf0;
```

```
    PresentFloor = 0x0e;
```

```
    while (1){
```

```
        Requested Floor = 0x0e PortB;
```

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RequestedFloor = RequestedFloor & OnOf;

if (RequestedFloor != OnOf && RequestedFloor != PresentFloor)

if (RequestedFloor < PresentFloor)

GoUp();

else

GoDown();

PresentFloor = RequestedFloor;

}

RequestedFloor = Port B;

}

}