



2019

Microprocessor Lab Manual

11	Drive a Stepper Motor interface to rotate the motor in Anti- clockwise) by N steps. Introduce suitable delay between successive steps.
12	Drive a Stepper Motor interface to rotate the motor in clockwise by N steps. Introduce suitable delay between successive steps.
13	Display messages FIRE and HELP alternately with flickering effects on a 7-segment display interface for a suitable period of time. Ensure a flashing rate that makes it easy to read both the messages.
14	Display messages BANGALORE in rolling fasion on a 7-segment display interface for a suitable period of time.
15	Program to demo the elevator interface.

Hardware programs Using 8051

1. drive a Stepper Motor Interface to Rotate the Motor in Anti-clockwise by N steps. Introduce suitable delay.

Code - #include <stdio.h>

#include <reg 51.h>

char x data port_at_0xe803;

char x data porta_at_0xe800;

char data acc_at_0x30;

delay()

{

int j;

for (j=0; j<800; j++)
{ }

{ void main()

{

port = 0x80;

while (1)

{

acc = 0x11;

porta = acc;

delay();

acc = 0x22;

porta = acc;

delay();

acc = 0x44;

porta = acc;

delay();

acc = 0x88

porta = acc;

delay(); } }

2. drive a Stepper Motor Interface to rotate the Motor in Clockwise. Introduce suitable delay b/w successive steps.

```
Code - #include <stdio.h>
         #include <reg 51.h>
         char xdata port at 0x303;
         char xdata porta at 0x808;
         char data acc at 0x30;
         delay ()
         { int j;
           for (j=0; j<800; j++)
             {
               void main ()
               {
                 port = 0x80;
                 while (1)
                 {
                   acc = 0x88;
                   porta = acc;
                   delay ();
                   acc = 0x44;
                   porta = acc;
                   delay ();
                   acc = 0x22;
                   porta = acc;
                   delay ();
                   acc = 0x11;
                   porta = acc;
                   delay ();
                 }
               }
             }
           }
```

3.

display msg fire & help Alternately with flickering effects on a 7-Segment display Interface for suitable period of time.

code - #include <stdio.h>

#include <reg51.h>

Char xdata CommW _at_ 0xe803;

Char xdata portB _at_ 0xe801;

Char xdata portC _at_ 0xe802;

Char port[20] = {0x8e, 0x19, 0x0e, 0x86, 0xff,
0xff, 0xff, 0x89, 0xc7,
0x8c};

delay();

{

long u;

for (u=0; u<8000; u++)

}

void main()

{

int d, b, j, m;

Unsigned char k;

CommW = 0x80;

do

{

i=0;

for (d=0; d<3; d++)

{

for (b=0; b<4; b++)

{

k = port[i++];

for (j=0; j<8; j++)

{

m=k;


```
K = K & 0x80;
{
    if (K == 00)
        port B = 0x00;
    else
        port B = 0x01;
}
```

```
port C = 0x01;
port C = 0x00;
K = m;
K <<= 1;
}
}
}
}
}
```

```
while (1);
}
```

4. display messages Bangalore in rolling fashion on a 7 segment display interface. for suitable period of time.

code -

```
#include <stdio.h>
#include <reg51.h>
char xdata CommW at 0xe803;
char xdata portB at 0xe801;
char xdata portC at 0xe802;
char port[20] = {0xff, 0xff, 0xff, 0xff, 0x83, 0x88,
0xc8, 0x82, 0x88, 0xc7, 0xc0, 0xaf, 0x86};
delay ()
{
    long u;
    for (u=0; u<4000; u++);
}
void main ()
{
    int t, d, b, j, m;
    unsigned char k;
    CommW = 0x80;
do
{
    i=0;
    for (d=0; d<1; d++)
    {
        for (b=13; b>0; b--)
        {
            delay ();
            k = port[i++];
            for (j=0; j<8; j++)
            {
                m=k;
```



```
K = K & 0x80;
{
  if (K == 00)
    port B = 0x00;
  else
    port B = 0x01;
}
port C = 0x01;
port C = 0x00;
K = m;
K <<= 1;
}
}
delay (1);
}
}
while (1);
}
```

5. program to demo the elevator interface.
code -

```
#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;
}
```

```
gotoP ()
{
    switch (Requested floor)
    {
        case 0x0d: while (step < 0xf3)
            { Step++;
              portA = step;
              delay ();
            }
        Reset ();
        break;
    }
}
```



```
case 0x0b: while (step < 0xf6)
{
    step++;
    port A = step;
    delay();
}
Reset();
break;
case 0x07: while (step < 0xf9)
{
    step++;
    port A = step;
    delay();
}
Reset();
break;
}
}
godown()
{
    switch (Requested Floor)
    {
        case 0x0d: while (step > 0xf3)
        {
            step--;
            port A = step;
            delay();
        }
        Reset();
        break;
        case 0x0b: while (step > 0xf6)
        {
            step--;
```

```

    port A = step;
    delay (1);
}
Reset ();
break;
case 0x0e: while (step > 0xf0)
    {
        step--;
        port A = step;
        delay (1);
    }
    reset ();
    break;
}
}

```

```

void main ()
{
    command Word = 0x82;
    port A = 0xf0;
    present Floor = 0x0e;
    while (1)

```

```

    {
        Requested floor = port B;
        Requested floor = requested floor & 0xf;
        if (Requested floor != 0xf && Requested floor !=
            present floor)
        {
            if (Requested Floor < present floor)
                go Up ();
            else go down ();
            present floor = Requested Floor;
        }
        Requested floor = port B;
    }

```