

Group Number: 95
Problem Number: 10

Electronic Voting Machine

By

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CS F241 – Microprocessors Programming and Interfacing



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Problem Statement

P10

Design a microprocessor Voting Machine which has provision for 4 candidates. It should keep the count of total votes polled and the count of votes polled for each candidate. Before being put in use, it should check if all memory location allotted to candidates, and the total count are empty. If not, it should clear these as well as the display. To put it in use, it needs to be enabled by 4 polling agents and the Presiding officer. If anyone is missing it should not be enabled. After 8 hours (9 a.m. to 5 p.m.) it should stop taking input. There has to be a provision that the Presiding officer by pressing a code ['CA'] can lock it in between & then can restart it by pressing [FØ]. For retrieving the count of each candidate provision should be there. The count of each candidate has to be send to a remote device using a serial interface. (Do not take into consideration the design of the remote device and its programming)

HARDWAREDEVICES

1. 8086 16-bit Microprocessor
2. 2 X 2732 ROM(8KB)
3. 1 X 6116SRAM(2KB)
4. 74LS373 Latch with TRI-STATE Outputs
5. 74LS245 Bi-Directional Buffers
6. 2 X 82C55A CMOS PROGRAMMABLE PERIPHERAL INTERFACE
7. 1 X 8253 PROGRAMMABLE INTERVALTIMER
8. 64 X Push-switches
9. 3 X 74LS138 3-8 Line Decoder
10. 4 X OR (2 input) Gates
11. 4 X NOT Gates
12. LED-RED
13. LCD Display – LM032L
14. 11 X Resistor

HARDWARE SPECIFICATIONS

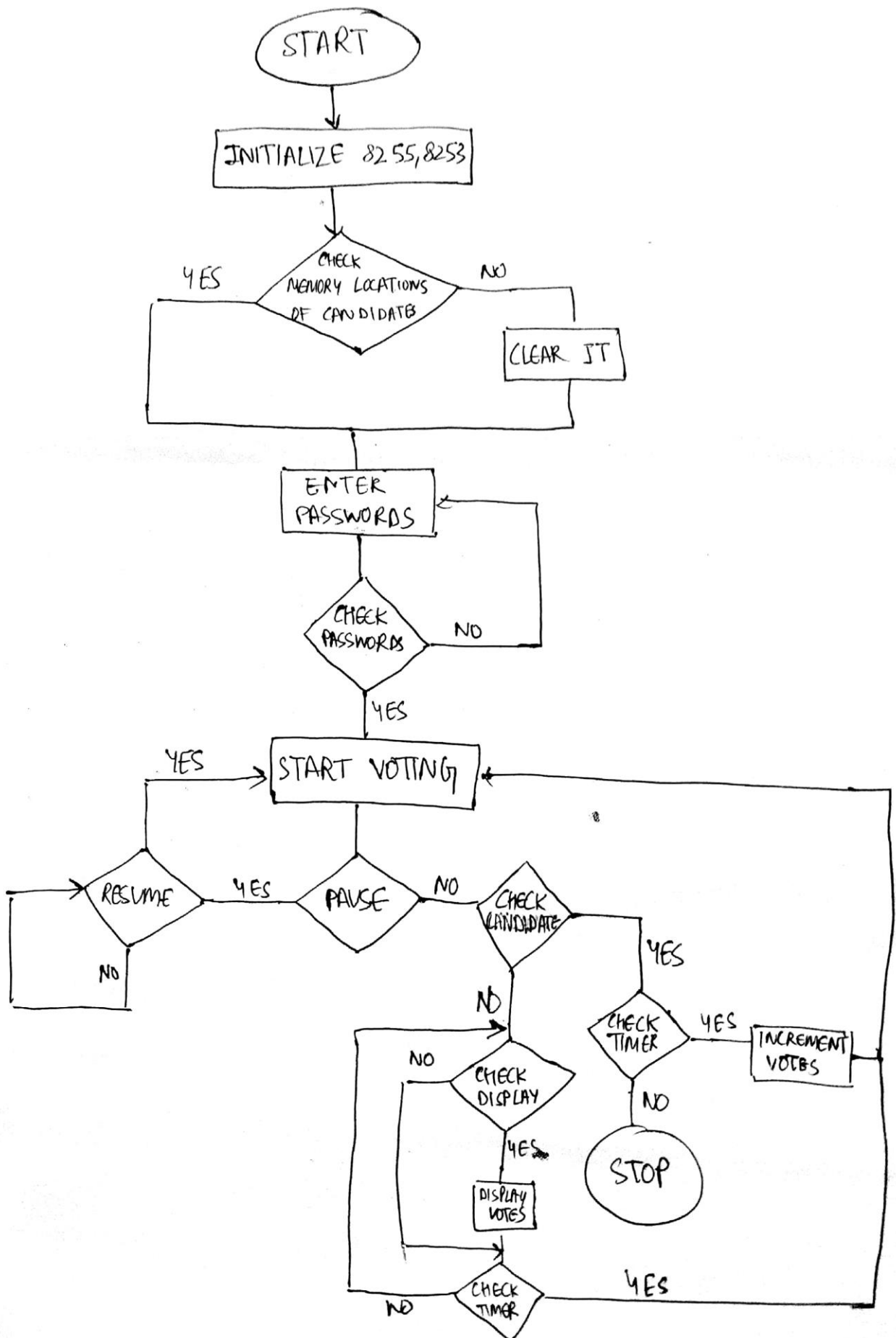
1. Input is given by user from keypad.
2. Based on this data, the system specifications are as follows:

ITEM	ADDRESS	REMARK
MEMORY		
RAM	00000H-007FFH	1 x 2KB
ROM	00800H-01FFFH	2 x 4KB
8255(#1)		USED TO INTERFACE KEYPAD
PA	00H	Connected to Rows of KeyPad (Input)
PB	02H	Connected to Columns of KeyPad (Output)
PC	04H	PC0 connected to LED (Output)
Creg	06H	
8255(#2)		USED TO INTERFACE LCD
PA	10H	Connected to LCD
PB	12H	
PC	14H	Connected to LCD
Creg	16H	
8253		Programmable Peripheral Interface
Cnt1	30H	
Cnt2	32H	
Cnt3	34H	
Creg	36H	

ASSUMPTIONS:

- 1) None of the parties get more than 2^{16} votes.
- 2) We assume that ALP begins at 9A.M. There is no provision to check the actual time.
- 3) RAM is battery powered and as such gets a continuous power supply even if the external supply is switched off.
- 4) Voting for a candidate will be done by pressing the respective switch and will be confirmed on the LCD.
- 5) After every vote, the number of votes received by the respective candidate will be sent serially to a remote device.

FLOWCHART



CODE:

```
#make_bin#
```

```
#LOAD_SEGMENT=FFFFh#
```

```
#LOAD_OFFSET=0000h#
```

```
#CS=0000h#
```

```
#IP=0000h#
```

```
#DS=0000h#
```

```
#ES=0000h#
```

```
#SS=0000h#
```

```
#SP=0FFFEh#
```

```
#AX=0000h#
```

```
#BX=0000h#
```

```
#CX=0000h#
```

```
#DX=0000h#
```

```
#SI=0000h#
```

```
#DI=0000h#
```

```
#BP=0000h#
```

```
; add your code here
```

```
    jmp    st1
```

```
    db     125 dup(0)
```

```
    ;db     509 dup(0)
```

```
;IVT entry for 80H
```

```
    dw     ISR_INT2
```

```
    dw     0000h
```

```
        db     892 dup(0)
```

```
    ;db     508 dup(0)
```

```
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;; IVT has to be put here
```

```
;vector no. 32
```

```
portA1            equ     00h
```

```
;8255(For KeyPad)
```

```
portB1            equ     02h
```

```
portC1            equ     04h
```

```
CW1               equ     06h
```

```
portA2            equ     10h
```

```
;8255(For LCD)
```

```
portB2            equ     12h
```

```
portC2            equ     14h
```

```
CW2               equ     16h
```

```
cntReg0           equ     30h
```

```
;8253(Timer)
```

```
cntReg1           equ     32h
```

```
cntReg2           equ     34h
```

```
cReg              equ     36h
```

```
TABLE_K          DW      0FEFEH,0FEFDH,0FEFBH,0FEF7H,0FEEFH,0FEDFH,0FEBFH,0FE7FH
```

```
                  DW      0FDFEH,0FDFDH,0FDFBH,0FDF7H,0FDEFH,0FDDFH,0FDBFH,0FD7FH
```

```
                  DW      0FBFEH,0FBFDH,0FBFBH,0FBF7H,0FBEFH,0FBDFH,0FBBFH,0FB7FH
```

```
                  DW      0F7FEH,0F7FDH,0F7FBH,0F7F7H,0F7EFH,0F7DFH,0F7BFH,0F77FH
```

```

DW 0EFEFH,0EFFDH,0EFFBH,0EFF7H,0EFEFH,0EFDFH,0EFBFH,0EF7FH
DW 0DFFEh,0DFFDH,0DFFBH,0DFF7H,0DFEFH,0DFDFH,0DFBFH,0DF7FH
DW 0BFFEh,0BFFDH,0BFFBH,0BFF7H,0BFEFH,0BFDFH,0BFBFH,0BF7FH
DW 7FFEh,7FFDH,7FFBH,7FF7H,7FEFH,7FDFH,7FBBFH,7F7FH

```

```

DATA_K    DW 0F001H,0F002H,0F003H,0F004H,0F005H,0F006H,0F007H,0F008H
           DW 0E001H,0E002H,0E003H,0E004H,0E005H,0E006H,0E007H,0E008H
           DW 0030H,0031H,0032H,0033H,0034H,0035H,0036H,0037H
           DW 0038H,0039H,000AH,000BH,0041H,0042H,0043H,0044H           ;;10 11->
PAUSE RESUME
           DW 0045H,0046H,0047H,0048H,0049H,004AH,004BH,004CH
                   DW 004DH,004EH,004FH,0050H,0051H,0052H,0053H,0054H
           DW 0055H,0056H,0057H,0058H,0059H,005AH,0021H,0040H
           DW 0023H,0024H,0025H,002CH,002AH,002DH,002FH,003EH

```

```

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;; STORES VOTES TALLY

```

```

c1votes dw ?
c2votes dw ?
c3votes dw ?
c4votes dw ?
c5votes dw ?
c6votes dw ?
c7votes dw ?
c8votes dw ?

```

```

c1key    dw 0F001h
c2key    dw 0F002h
c3key    dw 0F003h
c4key    dw 0F004h
c5key    dw 0F005h
c6key    dw 0F006h
c7key    dw 0F007h
c8key    dw 0F008h
cakey dw 000AH
temp  dw ?

```

```

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;; STORES PASSWORDS

```

```

passwd1 db 'AAAAA'
passwd2 db 'BBBBB'
passwd3 db 'CCCCC'
passwd4 db 'DDDDD'
passadm db 'EEEEEE'
locker db 'FFFFF'
unlocker db 'GGGGG'

```

```

;main program

```

```

st1:  sti
; intialize ds, es,ss to start of RAM
      mov ax,0000h
      mov ds,ax
      mov ax,0200h
      mov es,ax
      mov ss,ax
      mov sp,0FFEh      ;Initializing SP

```

```

      mov AL,10010000b      ;To set Port A in inp mode for rows and Port B in out mode for
columns and port c lower as o/p for alarm led

```



```

out CW1,AL                ;To initialize 8255 at 00H for Keypad
    mov AL,10000000b      ;To set the Port A, B and C in outp mode
out CW2,AL                ;To initialize 8255 at 10H for LCD

```

```

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;; MAIN FUNCTION
    jmp START

```

ALARM:

```
    call raise_alarm
```

START:

```

    mov     dx,0000h                ;To initialize memory
locations for count storage with 0000h

```

```

    mov     c1votes,dx
    mov     c2votes,dx
    mov     c3votes,dx
    mov     c4votes,dx
    mov     c5votes,dx
    mov     c6votes,dx
    mov     c7votes,dx
    mov     c8votes,dx

```

```

;call clear_lcd
call initialise_lcd
call clear_lcd

```

```

m1:    call disp_c1
    call disp_passwd
    LEA     SI,passwd1                ;To check for candidate 1
    CALL    CHECKPASS
    cmp bp,0h
    jz m1
    call disp_correct

```

```

m2:    call disp_c2
    call disp_passwd
    LEA     SI,passwd2                ;To check for candidate 2
    CALL    CHECKPASS
    cmp bp,0h
    jz m2
    call disp_correct

```

```

m3:    call disp_c3
    call disp_passwd
    LEA     SI,passwd3                ;To check for candidate 3
    CALL    CHECKPASS
    cmp bp,0h
    jz m3
    call disp_correct

```

```

m4:    call disp_c4
    call disp_passwd
    LEA     SI,passwd4                ;To check for candidate 4
    CALL    CHECKPASS
    cmp bp,0h
    jz m4
    call disp_correct

```

```

m9:    call disp_admin
    call disp_passwd
    LEA     SI,passadm                ;To check for officer
    CALL    CHECKPASS
    cmp bp,0h
    jz m9

```

```

call disp_correct

mov     AL,00110100b           ;Setting counter0 into mode 2
out     cReg,AL
;mov al,'/'
;call write_lcd

COUNT VALUE TO 2500 ---
mov     AL,0c4h                ;Setting count(2500) in counter0 ???CHANGE
out     cntReg0,AL
mov     AL,09h
out     cntReg0,AL
;mov al,'/'
;call write_lcd

mov     AL,01110100b           ;Setting counter0 into mode 2
out     cReg,AL
;mov al,'/'
;call write_lcd

mov     AL,0e8h                ;Setting count(2500) in counter0
???CHANGE COUNT VALUE TO 2500 ---
out     cntReg1,AL
mov     AL,03h
out     cntReg1,AL
;mov al,'/'
;call write_lcd

mov     AL,10110100b           ;Setting counter0 into mode 2
out     cReg,AL
;mov al,'/'
;call write_lcd

mov     AL,0A0h                ;Setting count(2500) in counter0
???CHANGE COUNT VALUE TO 2500 ---
out     cntReg2,AL
mov     AL,8ch
out     cntReg2,AL
;mov al,'/'
;call write_lcd

call disp_start_voting

fetchVote:
;mov al,'/'
;call write_lcd
CALL    GetVotingData
jmp     fetchVote

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;; ISR when 'CA' is pressed

isr_1:   ;mov al,00h                ;checking for press of 'ca'
;out portB1,al
;in al,portA1
;cmp al,0ffh
;jz y3                                       ;if no key press detected return from

isr
;call delay
;mov al,00h
;out portB1,al
;in al,portA1
;cmp al,0ffh

```

```

; if no key press detected return from
; if correct password output then system locked
; if wrong password output incorrect
; if correct output unlocked and get out of isr
; if correct password output then system locked
; actually, if we want, we can compare the i/p key with 'ca', but not needed as intr
occurs only when 'ca' is pressed
; call disp_incorrect no need as this is already displayed at the end of CHECKPASS
; call raise_alarm
; call disp_locked
; call getKeyData
; give the row of 'f$' as second
; if wrong password output display
; if correct output unlocked and get out of isr
; call disp_incorrect no need as this is already displayed at the end of CHECKPASS
; call raise_alarm
; call disp_not_locked
; jmp final
; FUNCTION TO GET THE DATA FROM THE KEY PRESSED
; REMEMBER TO INITIALIZE THE PORT B WITH ALL ZEROS;
; ??? OUTPUT 0 TO ALL COLUMNS---
MOV AL, 00H
OUT portB1, al
key_release1:
in al, portA1
cmp al, 0FFh
jnz key_release1
keypad_check:
; ??? TO CHECK FOR KEY PRESS FIRST OUTPUT 00 TO ALL COLS--
; mov al, '3'

```

```

;call write_lcd
MOV AL,00H
OUT portB1,al
in      al,portA1          ;To check the key press
cmp     al,0FFh
jz keypad_check           ; ???SHOULD BE : jz keypad_check---

;call delay2               ;To set the delay to counter the debouncing
;???TO CHECK FOR KEY PRESS FIRST OUTPUT 00 TO ALL COLS---
MOV AL,00H
OUT portB1,al

in      al,portA1
cmp     al,0FFh
jz      keypad_check      ;???SHOULD BE - jz keypad_check---

mov     al,0FEh            ;To check the cloumn 0 press
mov     bl,al
out     portB1,al
in      al,portA1
cmp     al,0FFh
jnz     getData

mov     al,0FDh            ;To check the cloumn 1 press
mov     bl,al
out     portB1,al
in      al,portA1
cmp     al,0FFh
jnz     getData

mov     al,0FBh            ;To check the cloumn 2 press
mov     bl,al
out     portB1,al
in      al,portA1
cmp     al,0FFh
jnz     getData

mov     al,0F7h            ;To check the cloumn 3 press
mov     bl,al
out     portB1,al
in      al,portA1
cmp     al,0FFh
jnz     getData

mov     al,0EFh            ;To check the cloumn 4 press
mov     bl,al
out     portB1,al
in      al,portA1
cmp     al,0FFh
jnz     getData

mov     al,0DFh            ;To check the cloumn 6 press   ???SHOULD BE 0DFH--
-
mov     bl,al
out     portB1,al
in      al,portA1
cmp     al,0FFh
jnz     getData

mov     al,0BFh            ;To check the cloumn 7 press   ???SHOULD BE 0BFH---
mov     bl,al
out     portB1,al
in      al,portA1
cmp     al,0FFh

```

```

        jnz     getData

        mov     al,7Fh                ;To check the cloumn 8 press   ???SHOULD BE 07FH---
        mov     bl,al
        out     portB1,al
        in      al,portA1
        cmp     al,0FFh
        jnz     getData
        jmp     keypad_check

getData:
        mov     bh,al                ;The BX register now contains HEX code for the
keyPress
        mov     al,bl
        mov     CX,64d                ;The total number of entries in the Table ???ADDED 'd'
TO INDICATE DECIMAL---
        mov     DI,00h
x4:
        cmp     BX,TABLE_K[DI]
        jz      x5
        inc     DI
        inc     DI
        loop    x4
x5:
        mov     bx,DI
        mov     si,offset DATA_K
        mov     al,[si+bx]
        mov     ah,[si+bx+1]
        mov     bx,ax                ;BX NOW HAS THE 16BIT DATA KEY VALUE

        RET
getKeyData endp

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;; FUNCTION FOR THE DELAY
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;
delay     proc     near
        push    cx
        mov     cx,900d
dl1:      nop                ;3 CLK CYCLES

        loop    dl1          ;18 CYCLES IF JMP IS TAKEN, 5 OTHER WISE
        pop     cx          ;by now 3*900+18*899+5=18887 cycles done. DELAY GENERATED
BASED ON CLK(10mhz)=1.8887ms
        ret
delay     endp

delay2
        proc     near
        push    cx
        mov     cx,3000d
dl2:      nop                ;3 CLK CYCLES
        nop                ;3 CLK CYCLES
        loop    dl2          ;18 CYCLES IF JMP IS TAKEN, 5 OTHER WISE
        pop     cx          ;by now 6*3000+18*2999+5= 18000+53982+5cycles done. DELAY
GENERATED BASED ON CLK(10mhz)=1.8887ms
        ret
delay2    endp

delay3
        proc     near
        push    cx
        mov     cx,20
        looper: call delay
                call delay
                call delay
                loop looper
        pop     cx

```

```

                ret
delay3          endp

```

```

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;; POLLED VOTES AT THE END
;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;

```

```

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;; parameters: offset for the
CHECKPASS proc near
                mov temp,si
                mov         bp,0003h          ;3 chances for the input ???H OR 3d (DECIMAL)

```

```

candidate_auth:
                ;push cx
                mov si,temp
                call clear_lcd
                mov         dx,0005h          ;5 characters in the password
passwordinp:

```

```

                push si    ; getKeyData will use si,cx hence push onto stack
                call getKeyData
                mov al,'*'
                call write_lcd
                pop si

```

```

                cmp     bl,ds:[SI]
                jnz     wronginp1
                inc     si
                dec     dx
                cmp     dx,0h
                jnz     passwordinp
                ;pop cx
                ret

```

```

wronginp1:

```

```

                CALL disp_incorrect                                ; CALL LCD TO DISPLAY
'INCORRECT'

```

```

                ;pop cx
                dec     bp
                cmp     bp,0h
                jnz     candidate_auth                            ;CALL RAISE ALARM (Raise
the LED and restart the system). This is done at the end of taking i/p from each candidate
                call raise_alarm
                ret

```

```

CHECKPASS endp

```

```

;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;;; GETTING VOTES FROM KEYPAD

```

```

GetVotingData proc near

```

```

                CALL getKeyData
                ;mov ax,'h'
                ;call write_lcd
                cmp     bx,c1key
                jnz     candidate2
                call disp_voted
                inc     c1votes                                ;???compare c1votes 270f
                mov ax,c1votes
                add al,30h
                ;call write_lcd
                jmp     final

```

```

candidate2:

```

```

                cmp     bx,c2key
                jnz     candidate3
                call disp_voted
                inc     c2votes
                mov ax,c2votes

```

```

                                add al,30h
                                ;call write_lcd
                                jmp     final
candidate3:
                                cmp  bx,c3key
                                jnz  candidate4
                                call disp_voted
                                inc  c3votes
                                mov ax,c3votes
                                add al,30h
                                ;call write_lcd
                                jmp     final
candidate4:
                                cmp  bx,c4key
                                jnz  display1
                                call disp_voted
                                inc  c4votes
                                mov ax,c4votes
                                add al,30h
                                jmp final
                                ;call write_lcd
display1:
                                cmp  bx,c5key
                                jnz  display2
                                MOV dx,c1votes
                                call clear_lcd
                                call convertToBCD
                                call disp_vote_cnt
                                jmp     final
display2:
                                cmp  bx,c6key
                                jnz  display3
                                MOV dx,c2votes
                                call clear_lcd
                                call convertToBCD
                                call disp_vote_cnt
                                jmp     final
display3:
                                cmp  bx,c7key
                                jnz  display4
                                MOV dx,c3votes
                                call clear_lcd
                                call convertToBCD
                                call disp_vote_cnt
                                jmp     final
display4:
                                cmp  bx,c8key
                                jnz  ca
                                MOV dx,c4votes
                                call clear_lcd
                                call convertToBCD
                                call disp_vote_cnt
                                jmp     final
ca:
                                cmp  bx,cakey
                                jnz  final
                                jmp isr_1
                                ;jmp     final
final:
                                ret

```

GetVotingData endp

;;;;;;;;;;;;; LCD functions

initialise_lcd proc near

mov al,10000000b ;Initialising 8255(2)
out CW2,al ;portA2 is o/p and is connected to data lines
d0-d7 and pc7-pc5 are o/p and connected to rs,r/w and e resp.

i.e.,function setting
;STEP 1
mov al,00110000b ;PAGE 40 STEP NO.2
out portA2,al ;function setting over
mov al, 00100000b ;set E=0;setting to 8bit operation and 1 line
;pc7,pc6-0,p5=1
out portC2,al
mov al, 00000000b ;set E=1;
out portC2,al
call delay

;STEP2
mov al,00001110b
out portA2,al ;display switched on
mov al,00100000b ;switching on display ;E=0
out portC2,al
mov al, 00000000b ;set E=1;
out portC2,al
call delay

shifting enabled i.e., entry mode set
;STEP3
mov al,00000110b ;setting address to increment by 1 and diplay
out portA2,al ;??? SHOULDNT IT BE 0000 0110B ?---
mov al,00100000b ;E=0
out portC2,al
mov al, 00000000b ;set E=1;
out portC2,al
call delay
ret

initialise_lcd endp

write_lcd proc near ;before calling this, al must be loaded with
the ascii value

out portA2,al ;data written to lcd
mov al,10100000b ;setting to write mode ;pc7-1,pc6-

0,p5=0
out portC2,al
mov al, 10000000b ;set E=1;
out portC2,al

d: push cx
mov cx,10
call delay
call delay
call delay
loop d
pop cx
ret

write_lcd endp

clear_lcd proc near

mov al,00000001b
out portA2,al ;lcd cleared
mov al,00100000b ;clearing display of lcd ;pc7,pc6-

0,p5=0
out portC2,al
mov al, 00000000b ;set E=1;


```

                                out portC2,al
                                call delay
                                ret
clear_lcd      endp

disp_locked   proc near
                                call clear_lcd      ;???CALL CLEAR LCD
                                call delay
                                call delay
                                mov al,'L'
                                call write_lcd
                                mov al,'o'          ;??? PREVIOUSLY 'O'---
                                call write_lcd
                                mov al,'c'
                                call write_lcd
                                mov al,'k'
                                call write_lcd
                                mov al,'e'
                                call write_lcd
                                mov al,'d'
                                call write_lcd
                                ret
disp_locked   endp

disp_unlocked proc near
                                call clear_lcd      ;CALL CLEAR_LCD
                                call delay
                                call delay
                                mov al,'U'
                                call write_lcd
                                mov al,'n'
                                call write_lcd
                                mov al,'l'
                                call write_lcd
                                mov al,'o'          ;??? PREVIOUSLY 'O'---
                                call write_lcd
                                mov al,'c'
                                call write_lcd
                                mov al,'k'
                                call write_lcd
                                mov al,'e'
                                call write_lcd
                                mov al,'d'
                                call write_lcd
                                call delay3
                                call clear_lcd
                                ret
disp_unlocked endp

disp_correct  proc near
                                call clear_lcd      ;??? CALL CLEAR_LCD
                                call delay
                                call delay
                                mov al,'C'
                                call write_lcd
                                mov al,'o'
                                call write_lcd
                                mov al,'r'
                                call write_lcd
                                mov al,'r'
                                call write_lcd
                                mov al,'e'
                                call write_lcd
                                mov al,'c'
                                call write_lcd

```

```

                                mov al,'t'
                                call write_lcd
                                call delay3
                                ret
disp_correct endp

disp_incorrect proc near
                                call clear_lcd                ;CALL CLEAR LCD
                                call delay
                                call delay
                                mov al,'I'
                                call write_lcd
                                mov al,'n'
                                call write_lcd
                                mov al,'c'
                                call write_lcd
                                mov al,'o'
                                call write_lcd
                                mov al,'r'
                                call write_lcd
                                mov al,'r'
                                call write_lcd
                                mov al,'e'
                                call write_lcd
                                mov al,'c'
                                call write_lcd
                                mov al,'t'
                                call write_lcd
                                call delay3
                                ret
disp_incorrect endp

disp_ent_passproc near
                                call clear_lcd                ;???CALL
                                call delay
                                call delay
                                mov al,'E'
                                call write_lcd
                                mov al,'n'
                                call write_lcd
                                mov al,'t'
                                call write_lcd
                                mov al,'e'
                                call write_lcd
                                mov al,'r'
                                call write_lcd
                                mov al,' '
                                call write_lcd
                                mov al,'P'
                                call write_lcd
                                mov al,'a'
                                call write_lcd
                                mov al,'s'
                                call write_lcd
                                mov al,'s'
                                call write_lcd
                                mov al,'w'
                                call write_lcd
                                mov al,'o'
                                call write_lcd
                                mov al,'r'
                                call write_lcd
                                mov al,'d'
                                call write_lcd
                                call delay3

```

	ret	
disp_ent_passendp		
disp_c1	proc near call clear_lcd call delay call delay mov al,'P' call write_lcd mov al,'1' call write_lcd ret endp	;???CALL
disp_c1		
disp_c2	proc near call clear_lcd call delay call delay mov al,'P' call write_lcd mov al,'2' call write_lcd ret endp	;???CALL
disp_c2		
disp_c3	proc near call clear_lcd call delay call delay mov al,'P' call write_lcd mov al,'3' call write_lcd ret endp	;???CALL
disp_c3		
disp_c4	proc near call clear_lcd call delay call delay mov al,'P' call write_lcd mov al,'4' call write_lcd ret endp	;???CALL
disp_c4		
disp_c5	proc near call clear_lcd call delay call delay mov al,'P' call write_lcd mov al,'5' call write_lcd ret endp	;???CALL
disp_c5		
disp_c6	proc near call clear_lcd call delay call delay mov al,'P' call write_lcd mov al,'6'	;???CALL

```

                                call write_lcd
                                ret
disp_c6                        endp

disp_c7                        proc near
                                call clear_lcd           ;???CALL
                                call delay
                                call delay
                                mov al,'P'
                                call write_lcd
                                mov al,'7'
                                call write_lcd
                                ret
disp_c7                        endp

disp_c8                        proc near
                                call clear_lcd           ;???CALL
                                call delay
                                call delay
                                mov al,'P'
                                call write_lcd
                                mov al,'8'
                                call write_lcd
                                ret
disp_c8                        endp

disp_admin                    proc near
                                call clear_lcd           ;???CALL
                                call delay
                                call delay
                                mov al,'A'
                                call write_lcd
                                mov al,'d'
                                call write_lcd
                                mov al,'m'
                                call write_lcd
                                mov al,'i'
                                call write_lcd
                                mov al,'n'
                                call write_lcd
                                ret
disp_admin                    endp

disp_voted                    proc near
                                call clear_lcd           ;???CALL
                                call delay
                                call delay
                                mov al,'V'
                                call write_lcd
                                mov al,'o'
                                call write_lcd
                                mov al,'t'
                                call write_lcd
                                mov al,'e'
                                call write_lcd
                                mov al,'d'
                                call write_lcd
                                call clear_lcd
                                ret
disp_voted                    endp

disp_candidate                proc near
                                call clear_lcd           ;???CALL
                                call delay
                                call delay

```

	<pre> mov al,'C' call write_lcd mov al,'A' call write_lcd mov al,'N' call write_lcd mov al,'D' call write_lcd mov al,'I' call write_lcd mov al,'D' call write_lcd mov al,'A' call write_lcd mov al,'T' call write_lcd mov al,'E' call write_lcd mov al,'' call write_lcd ret </pre>
disp_candidate	endp
disp_v1	<pre> proc near mov al,'1' call write_lcd mov al,':' call write_lcd mov al,'' call write_lcd ret </pre>
disp_v1	endp
disp_v2	<pre> proc near mov al,'2' call write_lcd mov al,':' call write_lcd mov al,'' call write_lcd ret </pre>
disp_v2	endp
disp_v3	<pre> proc near mov al,'3' call write_lcd mov al,':' call write_lcd mov al,'' call write_lcd ret </pre>
disp_v3	endp
disp_v4	<pre> proc near mov al,'4' call write_lcd mov al,':' call write_lcd mov al,'' call write_lcd ret </pre>
disp_v4	endp
disp_v5	<pre> proc near mov al,'5' </pre>

```

                                call write_lcd
                                mov al,':'
                                call write_lcd
                                mov al,','
                                call write_lcd
                                ret
disp_v5                          endp

disp_v6                          proc near
                                mov al,'6'
                                call write_lcd
                                mov al,':'
                                call write_lcd
                                mov al,','
                                call write_lcd
                                ret
disp_v6                          endp

disp_v7                          proc near
                                mov al,'7'
                                call write_lcd
                                mov al,':'
                                call write_lcd
                                mov al,','
                                call write_lcd
                                ret
disp_v7                          endp

disp_v8                          proc near
                                mov al,'8'
                                call write_lcd
                                mov al,':'
                                call write_lcd
                                mov al,','
                                call write_lcd
                                ret
disp_v8                          endp

disp_passwd                      proc near
                                ;call clear_lcd                ;???CALL
                                mov al,','
                                call write_lcd
                                mov al,'P'
                                call write_lcd
                                mov al,'a'
                                call write_lcd
                                mov al,'s'
                                call write_lcd
                                mov al,'s'
                                call write_lcd
                                mov al,'w'
                                call write_lcd
                                mov al,'o'
                                call write_lcd
                                mov al,'r'
                                call write_lcd
                                mov al,'d'
                                call write_lcd
                                call delay3
                                ret
disp_passwd                      endp

disp_start_voting proc near
                                call clear_lcd

```

```

        call delay
        call delay
        mov al,'S'
        call write_lcd
        mov al,'t'
        call write_lcd
        mov al,'a'
        call write_lcd
        mov al,'r'
        call write_lcd
        mov al,'t'
        call write_lcd
        mov al,''
        call write_lcd
        mov al,'V'
        call write_lcd
        mov al,'o'
        call write_lcd
        mov al,'t'
        call write_lcd
        mov al,'i'
        call write_lcd
        mov al,'n'
        call write_lcd
        mov al,'g'
        call write_lcd
        call delay3
        call clear_lcd
        ret

disp_start_voting endp

disp_not_locked    proc near
                    call clear_lcd
                    call delay
                    call delay
                    mov al,'N'
                    call write_lcd
                    mov al,'o'
                    call write_lcd
                    mov al,'t'
                    call write_lcd
                    mov al,''
                    call write_lcd
                    mov al,'L'
                    call write_lcd
                    mov al,'o'
                    call write_lcd
                    mov al,'c'
                    call write_lcd
                    mov al,'k'
                    call write_lcd
                    mov al,'e'
                    call write_lcd
                    mov al,'d'
                    call write_lcd
                    call delay3
                    ret

disp_not_locked    endp

disp_alarm          proc near
                    call clear_lcd
                    call delay
                    call delay
                    mov al,'A'
                    call write_lcd
                    ;???CALL

```

```

                                mov al,'L'
                                call write_lcd
                                mov al,'A'
                                call write_lcd
                                mov al,'R'
                                call write_lcd
                                mov al,'M'
                                call write_lcd
                                mov al,'I'
                                call write_lcd
                                push cx
                                mov cx,10
lo2:                            call delay
                                call delay
                                call delay
                                loop lo2
                                pop cx
                                ret
disp_alarm                      endp

raise_alarm                     proc near
                                CALL disp_alarm
                                mov al,00000001b ;bsr mode of portc to raise the alarm led
                                out portC1,al
                                push cx
                                mov cx,30
lo:                             call delay
                                call delay
                                call delay
                                loop lo
                                pop cx
                                mov al,00000000b ;bsr mode of portc to lower the alarm led
                                out portC1,al
                                ret
raise_alarm                     endp

```

ISR_INT2:

```

;mov al,'L'
;call write_lcd
keepPolling:
CALL getKeyData
MOV DI,00H
MOV CX,8D

```

;???is it for

skipping first 8 keys only used to vote

POSITION:

```

INC DI
INC DI
LOOP POSITION
MOV DX,DATA_K[DI]
CMP BX,DX
JNZ CANDIDATE_2
call disp_candidate
call disp_v1
MOV dx,c1votes
call convertToBCD
call disp_vote_cnt
;CALL disp_votes
JMP keepPolling

```

CANDIDATE_2:

```

INC DI
INC DI
MOV DX,DATA_K[DI]
CMP BX,DX
JNZ CANDIDATE_3

```



```

call disp_candidate
call disp_v2
MOV dx,c2votes
call convertToBCD
call disp_vote_cnt
;CALL disp_votes
JMP keepPolling

```

```

CANDIDATE_3:
INC DI
INC DI
MOV DX,DATA_K[DI]
CMP BX,DX
JNZ CANDIDATE_4
call disp_candidate
call disp_v3
MOV dx,c3votes
call convertToBCD
call disp_vote_cnt
;CALL disp_votes
JMP keepPolling

```

```

CANDIDATE_4:
INC DI
INC DI
MOV DX,DATA_K[DI]
CMP BX,DX
JNZ keepPolling
call disp_candidate
call disp_v4
MOV dx,c4votes
call convertToBCD
call disp_vote_cnt
;CALL disp_votes
JMP keepPolling

```

```
IRET
```

```
convertToBCDproc    near
```

```

mov     AX,0000H
mov     CX,0

```

```
d1:
```

```
inc     cx
```

```
SHL     AX,1
SHL     DX,1
```

```
;Hex Data to be converted to BCD form is in
```

```
DX
```

```

jnc     d2
inc     AX
d2:

```

```

cmp     cx,16
jz      finish

```

```

mov     bl,ah           ;BIN-4
and     bl,0F0h
rol     bl,1
rol     bl,1
rol     bl,1

```

```

                                rol    bl,1
                                rol    bl,1
                                cmp    bl,5
                                jb     d5
                                add     AX,0030h
d5:                                mov     bl,al                ;BIN-1
                                and     bl,0Fh
                                cmp    bl,5
                                jb     d6
                                add     AX,0003h

d6:                                cmp    cx,16
                                ja     finish
                                jmp    d1
                                finish:
                                ret

convertToBCD                    endp

disp_vote_cnt                    proc near
                                mov     cx,AX
                                mov     bh,ah
                                and     bh,0F0h
                                rol     bh,1
                                rol     bh,1
                                rol     bh,1
                                rol     bh,1
                                mov     AX,cx

                                mov     cx,AX
                                add     bh,30h
                                mov     al,''
                                call    write_lcd
                                mov     al,bh                ; To display one character
                                call    write_lcd
                                mov     AX,cx

                                mov     cx,AX
                                mov     bh,ah
                                and     bh,0Fh
                                mov     AX,cx

                                mov     cx,AX
                                add     bh,30h
                                mov     al,bh                ; To display one character
                                call    write_lcd
                                mov     AX,cx

                                mov     cx,AX
                                mov     bh,al
                                and     bh,0F0h
                                rol     bh,1
                                rol     bh,1
                                rol     bh,1
                                rol     bh,1
                                mov     AX,cx

                                mov     cx,AX
                                add     bh,30h
                                mov     al,bh                ; To display one character
                                call    write_lcd
                                mov     AX,cx

```

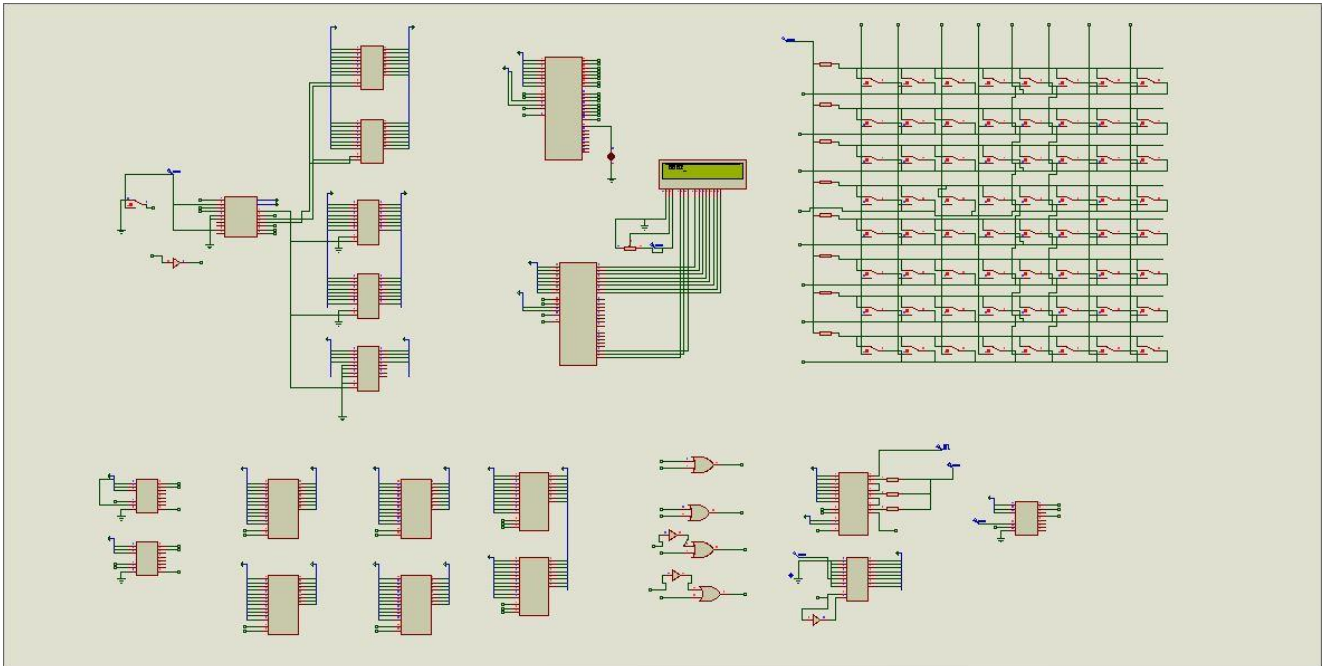
```

                                mov     cx,AX
                                mov     bh,al
                                and     bh,0Fh
                                mov     AX,cx

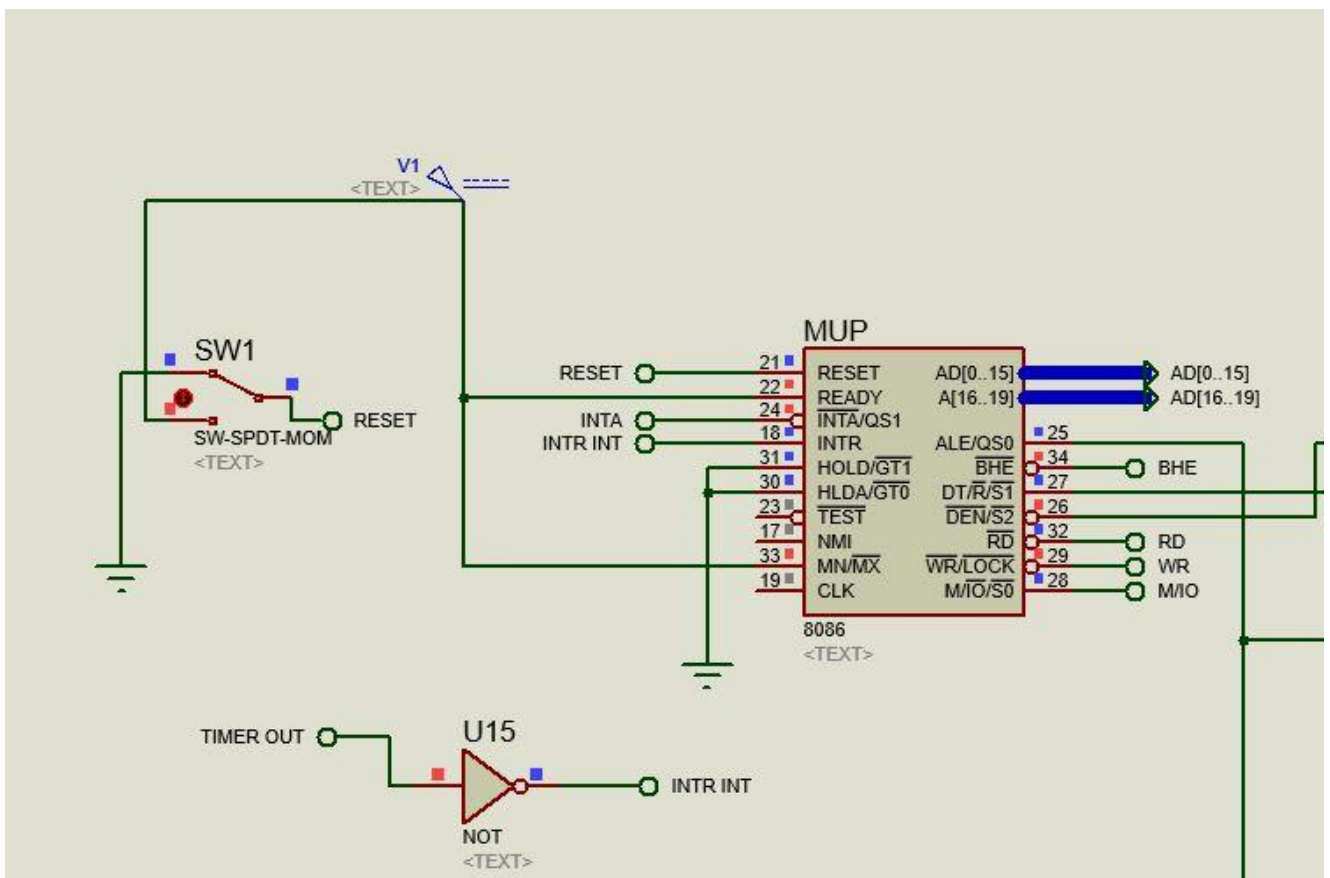
                                mov     cx,AX
                                add     bh,30h
                                mov     al,bh           ; To display one character
                                call     write_lcd
                                mov     AX,cx
                                push     cx
                                mov     cx,30
lo3:                            call     delay
                                call     delay
                                call     delay
                                loop     loo
                                pop     cx
                                call     clear_lcd
                                ret
disp_vote_cnt                 endp

```

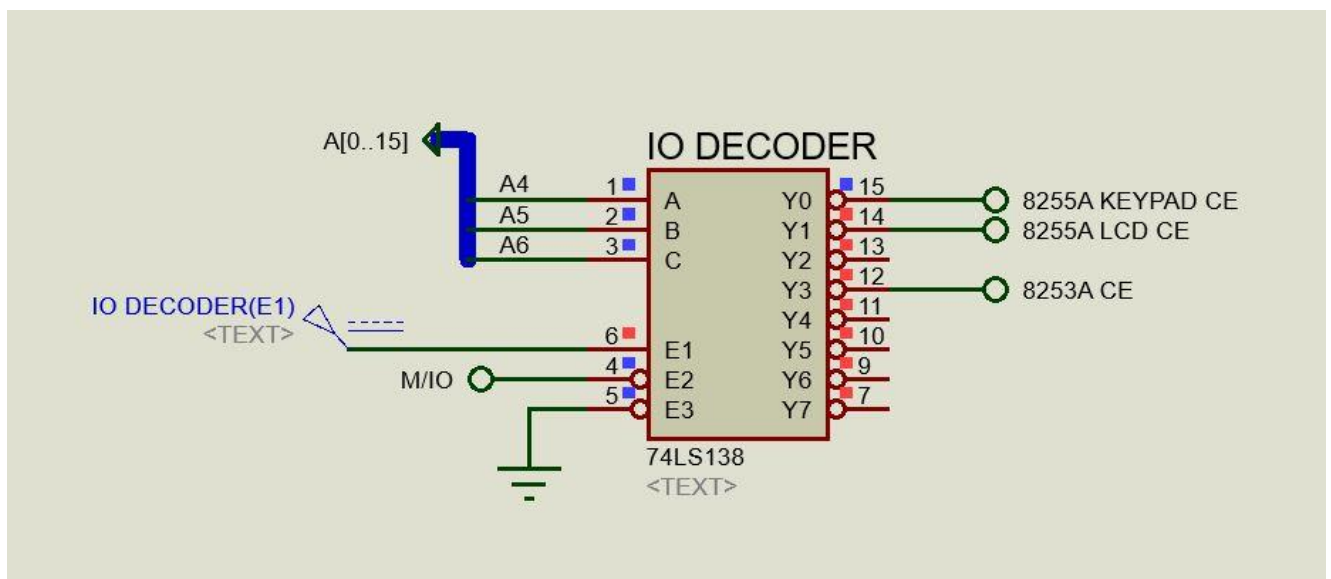
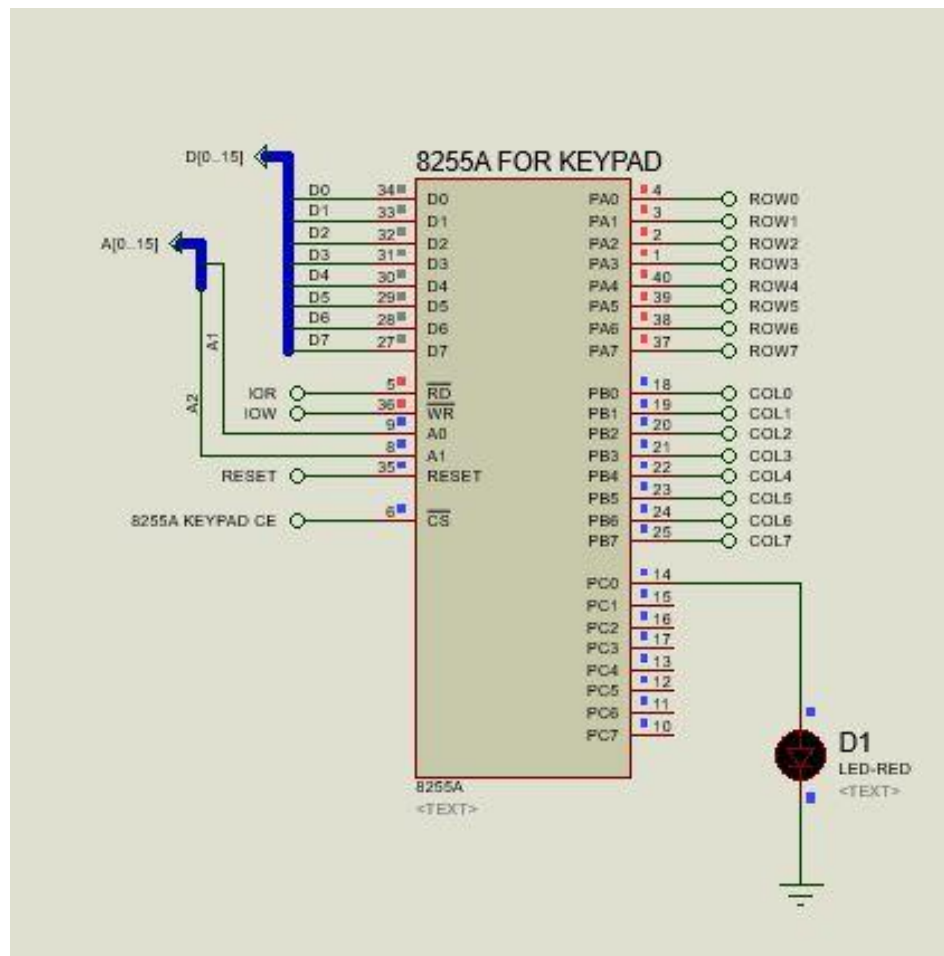
CIRCUIT DESIGN

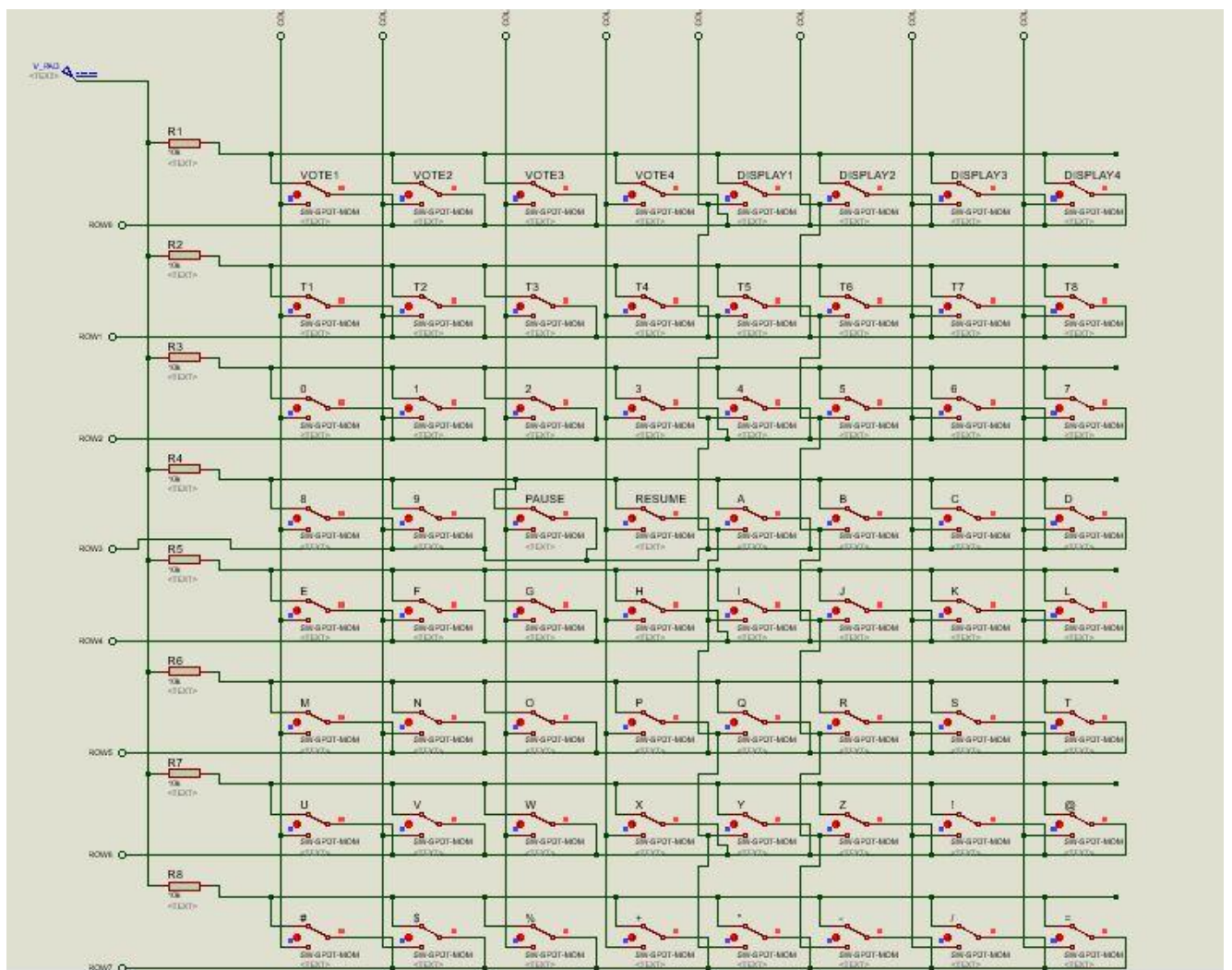


FULL Circuit

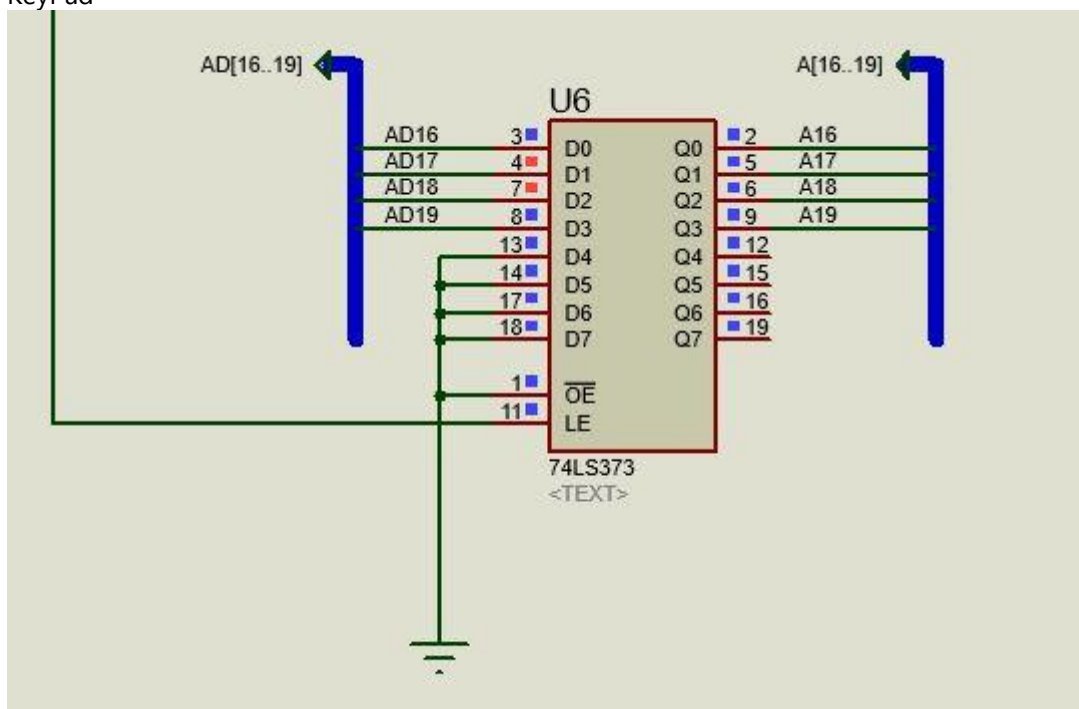


Main 8086

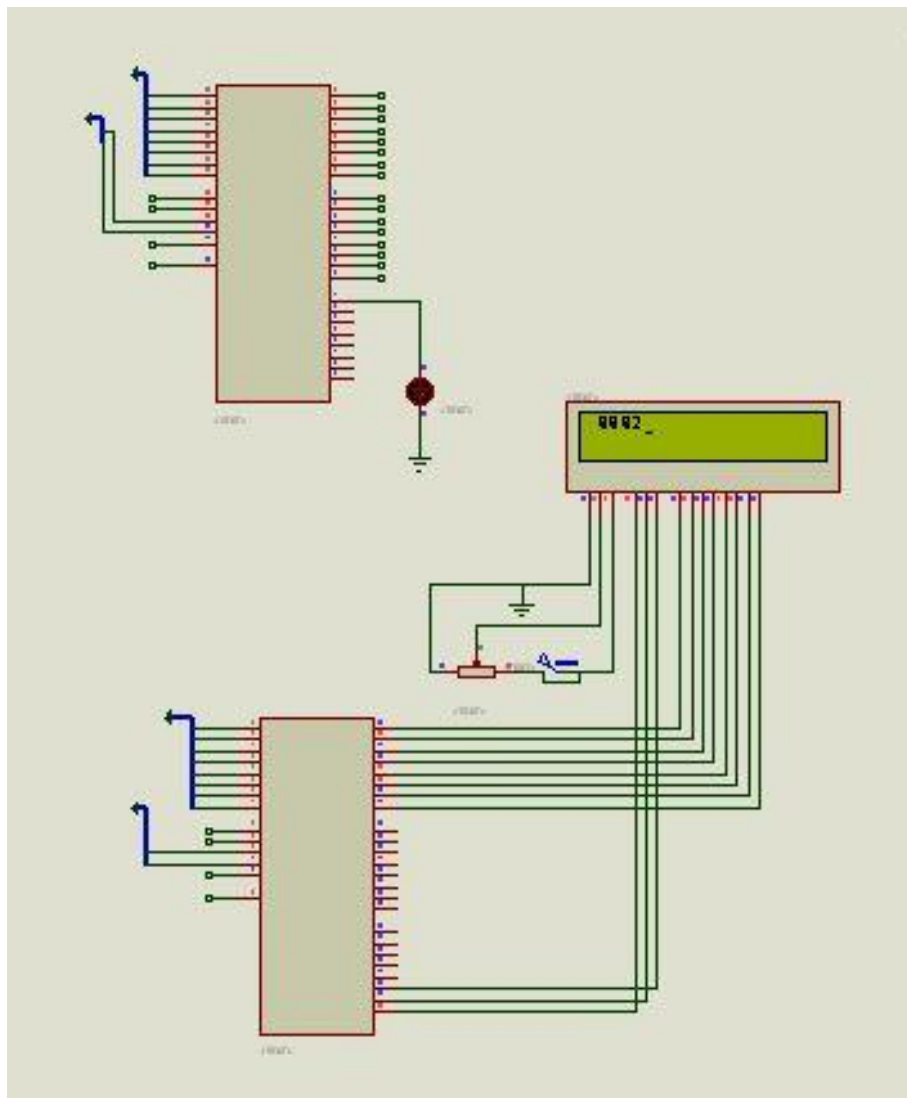




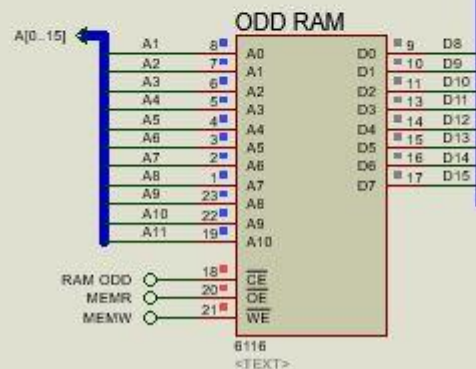
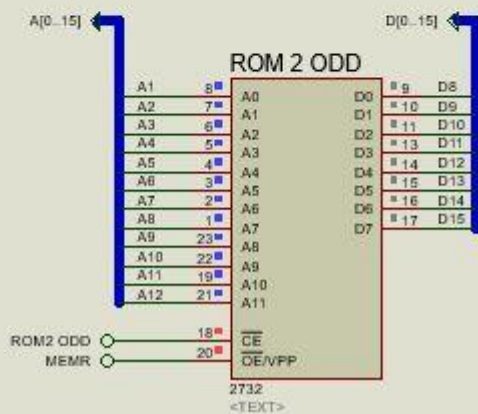
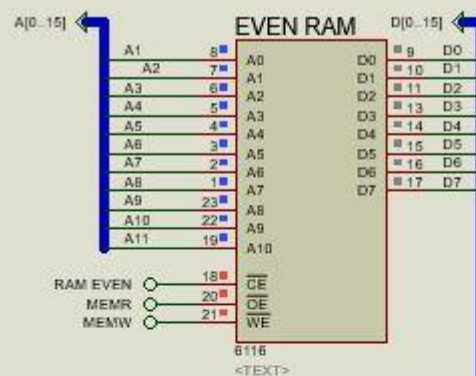
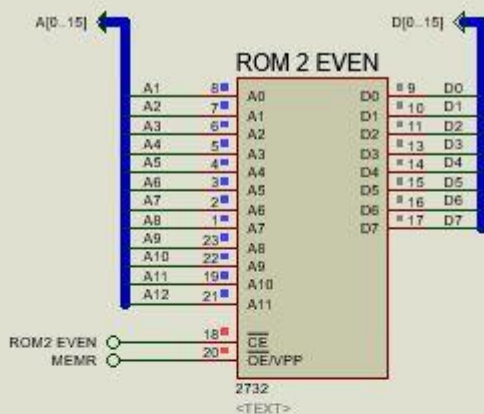
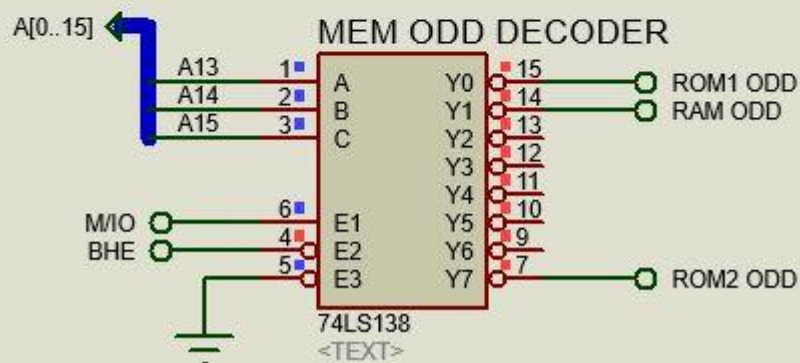
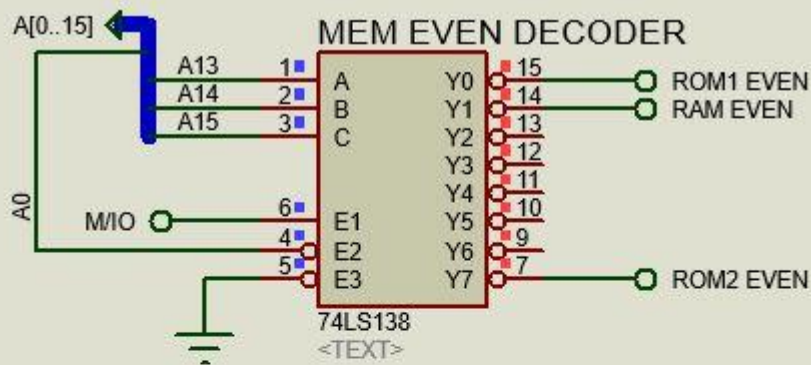
KeyPad

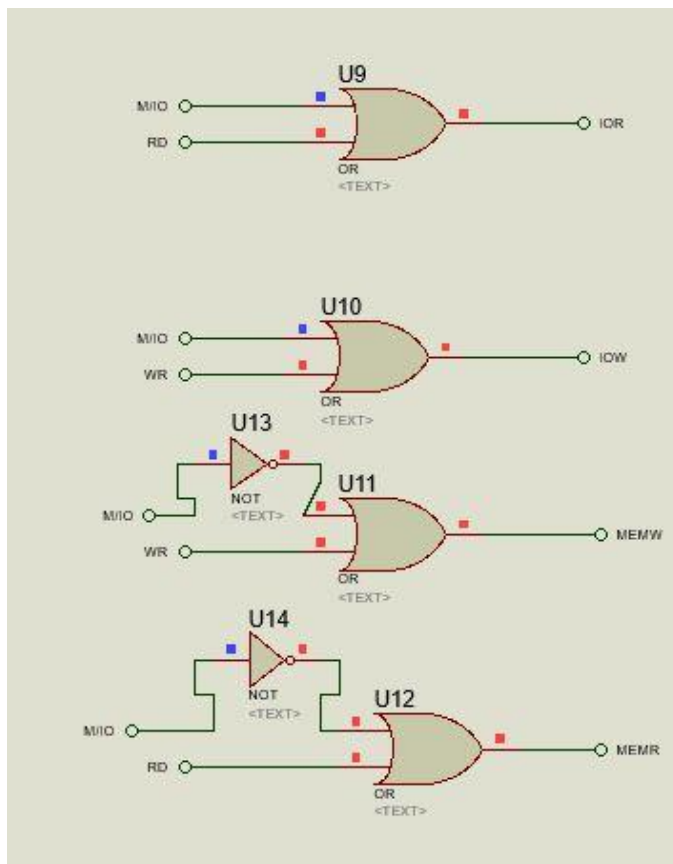


U6(Main 8086)

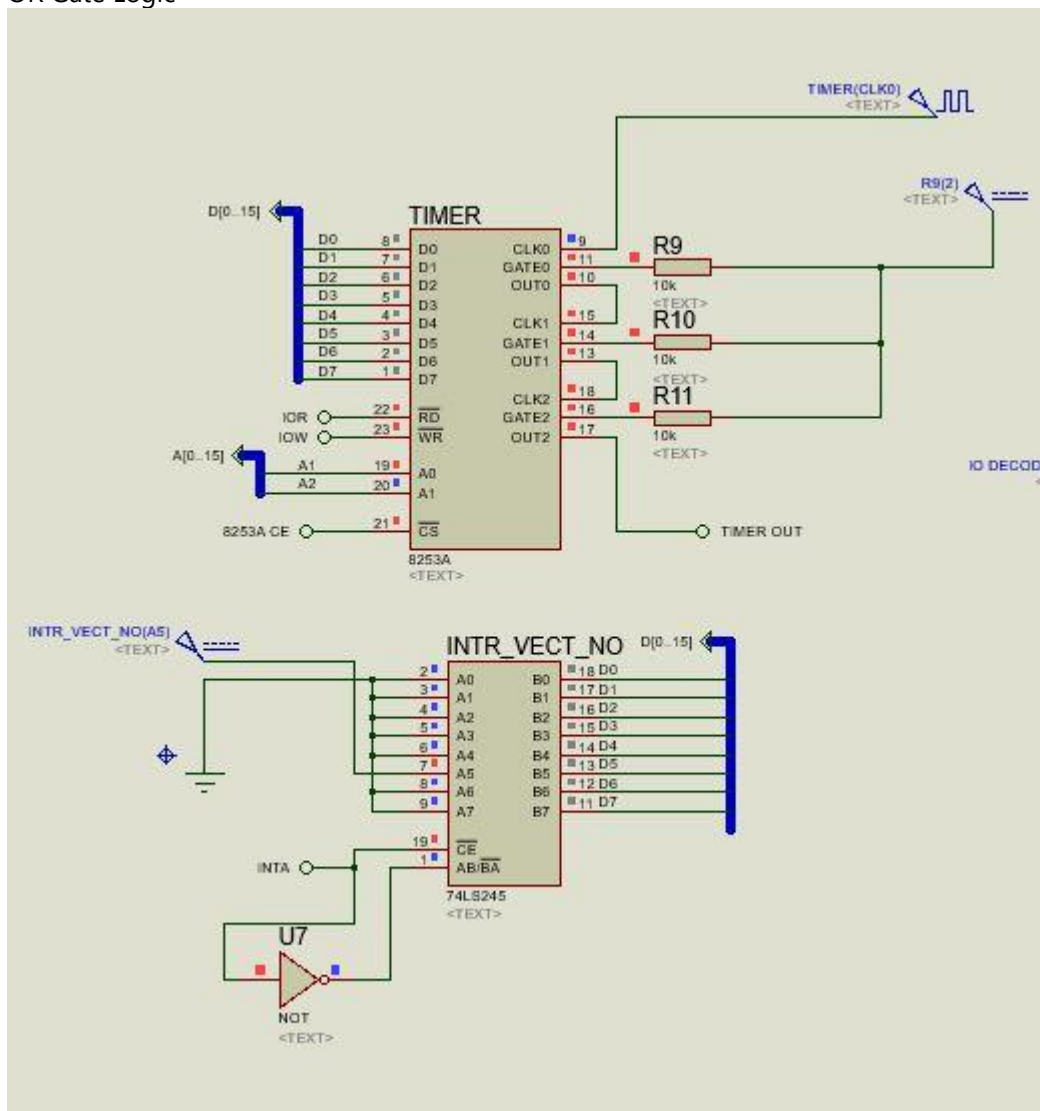


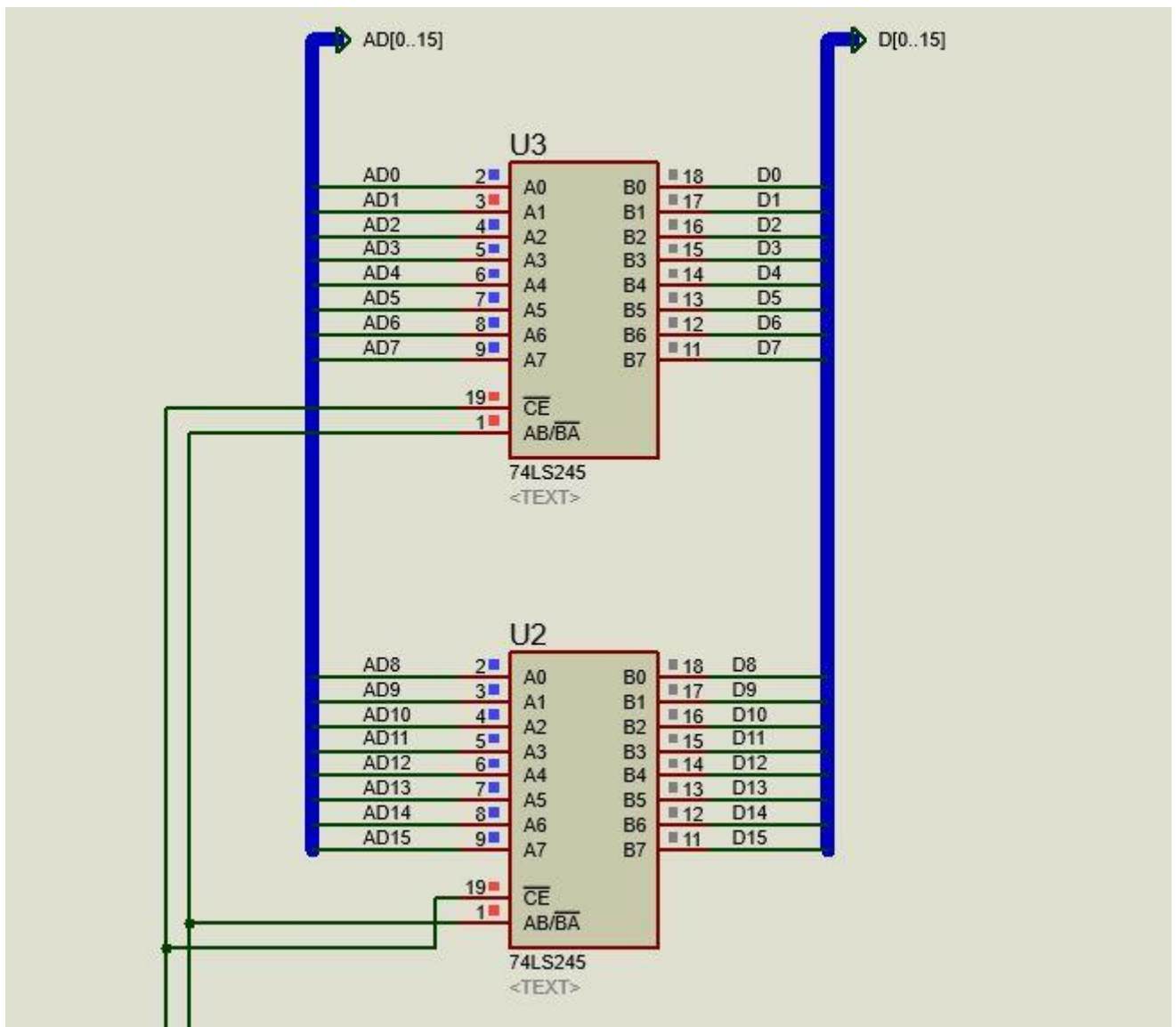
LCD Display



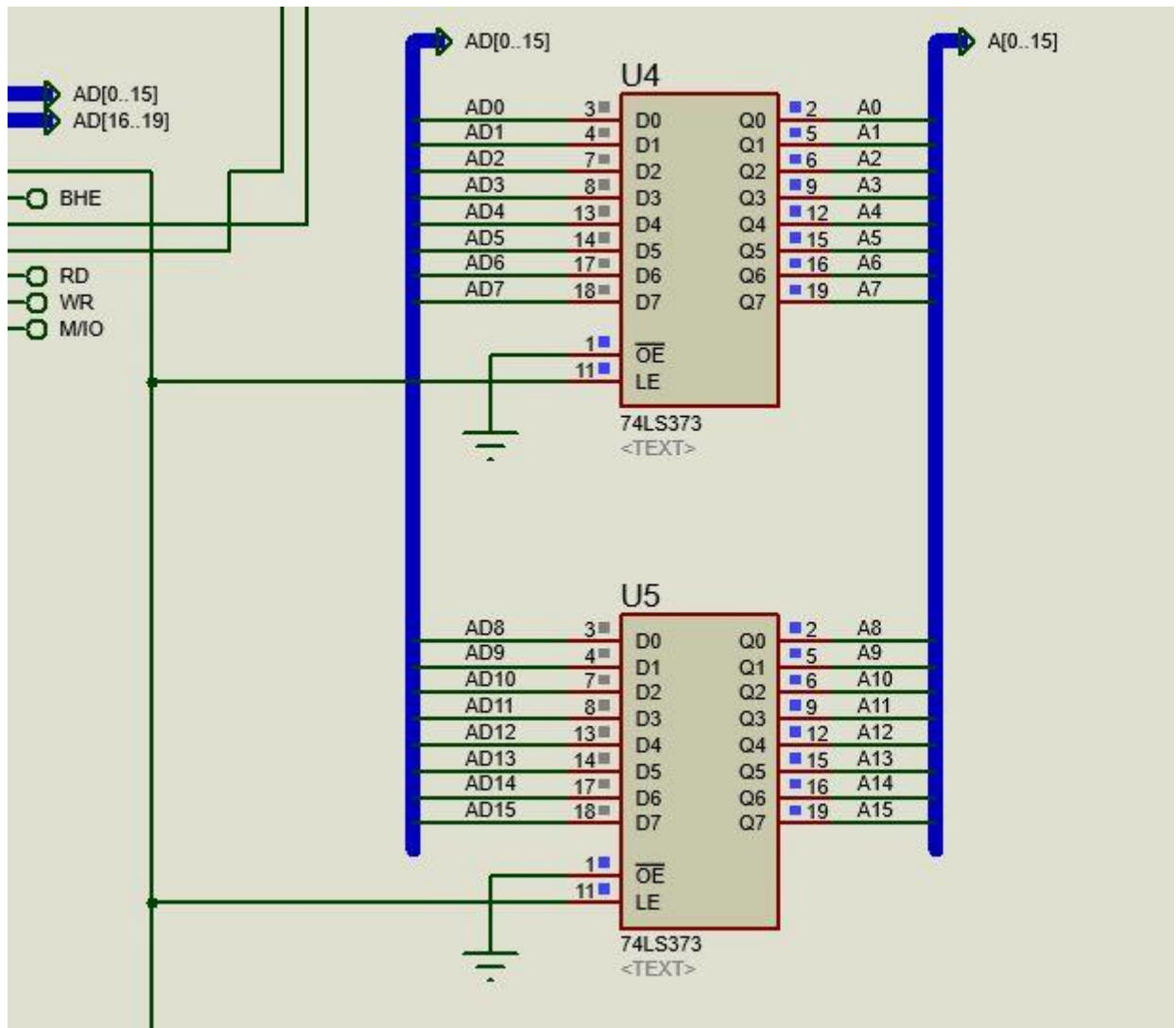


OR Gate Logic





U3 and U2(Main 8086)



U4 and U5(Main 8086)