

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 PresentFloor, RequestedFloor, Step = 0xf0;
```

```
unsigned long xdata Count, i;
```

```
Delay()
```

```
{
```

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

```
return 0;
```

```
}
```

```
Reset()
```

```
{
```

```
Step = Step & 0xf0;
```

```
PortA = Step;
```

```
Step = Step | 0xf0;
```

```
PortA = Step;
```

```
return 0;
```

```
}
```

```
Group()
```

```
{
```

```
Switch (RequestedFloor)
```

```
{
```

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

```
{
```

```
Step++;
```

```
PortA = Step;
```

```
Delay();  
}
```

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

```
case 0x06: while (step < 0xf6)  
{
```

```
    Step++;
```

```
    PortA = Step;
```

```
    Delay();  
}
```

```
    Reset();
```

```
    break;
```

```
case 0x07: while (step < 0xf9)  
{
```

```
    Step++;
```

```
    PortA = Step;
```

```
    Delay();  
}
```

```
    Reset();
```

```
    break;
```

```
}
```

```
return 0;
```

```
}
```

```
GoDown()
```

```
{
```

```
    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 0x0e: while (Step > 0xf0)
{
    Step--;
    PortA = Step;
    Delay();
}
Reset();
break;
}

```

```

return 0;
}

```

```

void main()
{

```

```

    CommandWord = 0x82;
    PortA = 0xf0;
    PresentFloor = 0x0e;

```

```
while (1) {
```

```
    RequestedFloor = PortB;
```

```
    RequestedFloor = RequestedFloor & 0x0f;
```

```
    if (RequestedFloor != 0x0f && RequestedFloor != PresentFloor) {
```

```
        if (RequestedFloor < PresentFloor)
```

```
            GoUp();
```

```
        else
```

```
            GoDown();
```

```
        PresentFloor = RequestedFloor;
```

```
    }
```

```
    RequestedFloor = PortB;
```

```
    }
```

```
}
```