# APPENDIX PROJECT CODE

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| --- | --- | --- |
| SW1 | BIT | P1.3 |
| SW2 | BIT | P1.2 |
| SW3 | BIT | P1.1 |
| LOAD | BIT | P1.0 |
| BUZZ | BIT | P2.0 |

MONEY DATA 21H CNT21 DATA 22H CNT31 DATA 23H MENU DATA 24H

|  |  |  |
| --- | --- | --- |
| RS | BIT | P2.7 |
| EN | BIT | P2.6 |

ORG 0000H

CLR BUZZ

MOV CNT21, #00H MOV CNT31, #00H MOV MONEY, #00H MOV MENU, #00H

mov a,#38h ; 2 line lcd intialization lcall com

lcall delay ST:

mov a,#01h lcall com lcall delay

mov a,#80h lcall com lcall delay

LCALL WELCOME MOV R0, #30H

mov SCON, #50h mov TMOD,#20h mov TH1,#0FDH

setb TR1 MAIN:

JNB RI, MAIN CLR RI

MOV A, SBUF MOV @R0, A INC R0

MOV A, R0

CJNE A, #3AH, MAIN

mov a,#01h ;clear the screen lcall com

lcall delay MOV A, #80H LCALL COM

LCALL DELAY MOV R0, #30H MAINX:

MOV A,@R0 LCALL RATA LCALL DELAY INC R0

MOV A, R0

CJNE A, #3AH, MAINX

LCALL DELAY2 LCALL DELAY2 MOV R0, #36H MOV A,@R0 CJNE A, #'F', VV3

mov a,#80h lcall com lcall delay LCALL AUC LCALL DISP MAINY:

JB LOAD, YY1 LCALL RECH LJMP ST

YY1:

JB SW1, YY2 MOV A, MONEY CJNE A, #10D, ZX1 ZX1: JC XIT

SUBB A, #10D MOV MONEY, A LJMP COFEE

YY2:

JB SW2, YY3 MOV A, MONEY CJNE A, #20D, ZX2 ZX2: JC XIT

SUBB A, #20D MOV MONEY, A LJMP DRINKS

YY3:

JB SW3, MAINY MOV A, MONEY CJNE A, #30D, ZX3 ZX3: JC XIT

SUBB A, #30D MOV MONEY, A LJMP SNACKS

VV3:

mov a,#01h ;clear the screen lcall com

lcall delay MOV A, #80H LCALL COM

LCALL DELAY LCALL UNC LCALL DELAY2 LCALL DDELAY LJMP ST

XIT:

SETB BUZZ

mov a, #01h lcall com lcall delay mov a,#80h lcall com

lcall delay LCALL NOBAL CLR BUZZ

LJMP ST

COFEE:

mov a,#01h lcall com lcall delay mov a,#80h lcall com lcall delay LCALL ST1 LCALL DISP

LCALL DELAY2 LJMP ST

SNACKS:

mov a,#01h lcall com lcall delay mov a,#80h lcall com lcall delay LCALL ST2 LCALL DISP

LCALL DELAY2 LJMP ST

DRINKS:

mov a,#01h lcall com lcall delay mov a,#80h lcall com lcall delay LCALL ST3 LCALL DISP

LCALL DELAY2 LJMP ST

DISP:

mov a,#0C0h lcall com

lcall delay LCALL BAL LCALL H\_D

LCALL STR\_SEG RET

H\_D:

mov a,MONEY

cjne a,#00h, CHEKDA MOV CNT21, #00H MOV CNT31, #00H RET

CHEKDA: clr c

mov A,MONEY

MOV R2, A

mov a, #00h mov r1, #00h

LOOP6: clr c inc a

ADD A, #00H

da a

jnc CONT

inc r1

CONT: djnz R2, LOOP6

mov CNT21, a mov CNT31, r1 RET

STR\_SEG:mov a,#0CCh lcall com

lcall delay

MOV A, CNT31 ANL A, #0FH

ADD A, #30H LCALL RATA LCALL DELAY

MOV A, CNT21 ANL A, #0F0H SWAP A

ADD A, #30H LCALL RATA LCALL DELAY

MOV A, CNT21 ANL A, #0FH

ADD A, #30H LCALL RATA LCALL DELAY

RET; EEPROM RECH:

MOV MONEY, #100D

mov a,#01h lcall com lcall delay mov a,#80h lcall com lcall delay LCALL RCH RET

WELCOME:

mov dptr,#0A00h ;welcome mov r6,#12h

l8: mov a, #00h movc a,@a+dptr lcall Rata

lcall delay

inc dptr

djnz r6,l8

MOV A, #0C0H

LCALL COM LCALL DELAY

mov dptr,#0A20h mov r6,#12h

AQ3: mov a, #00h movc a,@a+dptr

lcall Rata

lcall delay

inc dptr

djnz r6,AQ3 RET

RCH:

mov dptr,#0A40h ;welcome mov r6,#12h

AQ4: mov a, #00h movc a,@a+dptr lcall Rata

lcall delay

inc dptr

djnz r6,AQ4

mov r1,#01h ;stay 2-sec l9: lcall delay2

djnz r1,l9

lcall delay RET

BAL:

mov dptr,#0A50h ;welcome

mov r6,#12h

AQ55: mov a, #00h movc a,@a+dptr

lcall Rata

lcall delay

inc dptr

djnz r6,AQ55 RET

NOBAL:

mov dptr,#0A60h ;welcome mov r6,#12h

AQ5: mov a, #00h movc a,@a+dptr lcall Rata

lcall delay

inc dptr

djnz r6,AQ5

mov r1,#01h ;stay 2-sec l9X: lcall delay2

djnz r1,l9X

lcall delay RET

ST1:

mov dptr,#0A80h ;welcome mov r6,#12h

AQ6: mov a, #00h movc a,@a+dptr lcall Rata

lcall delay

inc dptr

djnz r6,AQ6 MOV A, #0C0H LCALL COM LCALL DELAY

mov dptr,#0AA0h ;welcome mov r6,#12h

AQ7: mov a, #00h movc a,@a+dptr lcall Rata

lcall delay

inc dptr

djnz r6,AQ7

mov r1,#01h ;stay 2-sec l9X1: lcall delay2

djnz r1,l9X1

lcall delay RET

ST2:

mov dptr,#0A80h ;welcome mov r6,#12h

AQ62: mov a, #00h movc a,@a+dptr

lcall Rata

lcall delay

inc dptr

djnz r6,AQ62 MOV A, #0C0H LCALL COM LCALL DELAY

mov dptr,#0AC0h ;welcome mov r6,#12h

AQ7C: mov a, #00h movc a,@a+dptr

lcall Rata

lcall delay

inc dptr

djnz r6,AQ7C

mov r1,#01h ;stay 2-sec l9X12: lcall delay2

djnz r1,l9X12 lcall delay RET

ST3:

mov dptr,#0A80h ;welcome mov r6,#12h

AQ63: mov a, #00h movc a,@a+dptr

lcall Rata

lcall delay

inc dptr

djnz r6,AQ63 MOV A, #0C0H LCALL COM LCALL DELAY

mov dptr,#0AE0h ;welcome mov r6,#12h

AQ7E: mov a,#00h movc a,@a+dptr lcall Rata

lcall delay

inc dptr

djnz r6,AQ7E

mov r1,#01h ;stay 2-sec l9X13: lcall delay2

djnz r1,l9X13 lcall delay RET

UNC:

mov dptr,#0B00h ;welcome mov r6,#12h

AQ64: mov a, #00h movc a,@a+dptr

lcall Rata

lcall delay

inc dptr

djnz r6,AQ64 RET

AUC:

mov dptr,#0B20h ;welcome mov r6,#12h

AQ642: mov a, #00h movc a,@a+dptr

lcall Rata

lcall delay

inc dptr

djnz r6,AQ642 RET

com:

mov p0,a

clr rs

setb en

clr en ret

Rata:

mov p0,a

setb rs

setb en

clr en ret

delay:

mov r2,#20h

l7: mov r3, #24h djnz r3,$

djnz r2,l7 ret

Ddelay:

mov r2,#40D

laa1D: mov r3, #40D laa0D: mov r5, #40D djnz r5,$

djnz r3,laa0D djnz r2,laa1D ret

delay2:

mov r2,#64h

laa1: mov r3, #64h laa0: mov r5, #64h djnz r5,$

djnz r3,laa0 djnz r2,laa1 ret

org 0A00h

db 'PLEASE PLACE UR '

org 0A20h

db ' CARD ON READER '

org 0A40h

db 'RECHARGING. '

org 0A50h

db 'BALANCE RS: 000 '

org 0A60h

db 'RECHARGE PLEASE '

org 0A80h

db 'SUCCESSFUL TRANS'

org 0AA0h

db 'ORDERED: COFEE '

|  |  |
| --- | --- |
| org db | 0AC0h  'ORDERED: SNACKS ' |
| org | 0AE0h |
| db | 'ORDERED: DRINKS ' |
| org | 0B00h |
| db | 'UNAUTHORZED CARD' |
| org | 0B20h |
| db | 'AUTHORIZED CARD' |

END