#include<reg51.h>\\

#include"lcd.h"\\

#include"delay.h"

#include"uart.h"

#include"string.h"

void gsm\_init(void);

void send\_msg(char a);

char mobnocnt1,k;

sbit ir=P1^5;

sbit motor=P3^7;

sbit buzzer=P2^0;

char RecvBuffer[15];

char i=0,isr\_flag=0;

char rfid1[]="87";

char rfid2[]="A6";

char rfid3[]="10";

int main(void)

{

buzzer=0;

motor=0;

LCD\_Init();

delay\_ms(1);

LCD\_CmdWrite(0x80);

LCD\_DisplayString("Welcome to ");

LCD\_CmdWrite(0xC0);

LCD\_DisplayString("Auto.TOLL PLAZA");

delay\_ms(1);

UART\_Init();

delay\_sec(6);

gsm\_init();

LCD\_CmdWrite(0x01);delay\_ms(2);

while(1)

{

LCD\_CmdWrite(0x80);delay\_ms(2);

LCD\_DisplayString("Swap ur card");

if(isr\_flag==1)

{

IE=0x00;

if(strstr (RecvBuffer,rfid1)!=0)

{

LCD\_CmdWrite(0x01);

LCD\_CmdWrite(0x84);

LCD\_DisplayString("Thank you ");

LCD\_CmdWrite(0xC3);

LCD\_DisplayString("Rs. 25 paid");

send\_msg(1);

motor=1;

delay\_ms(200);

motor=0;

//LCD\_DisplayString("Thank you Rs.25");

delay\_ms(2);delay\_sec(6);

LCD\_CmdWrite(0x01);

//UART\_TxString(RecvBuffer); }

else if(strstr (RecvBuffer, rfid2)!=0

{

LCD\_CmdWrite(0x01);

LCD\_CmdWrite(0x84);

LCD\_DisplayString("Thank you ");

LCD\_CmdWrite(0xC3);

LCD\_DisplayString("Rs. 50 paid");

motor=1;

delay\_ms(200);

motor=0;

delay\_ms(2);delay\_sec(6);

LCD\_CmdWrite(0x01);

send\_msg(2);

}

else if(strstr (RecvBuffer, rfid3)!=0)

{

LCD\_CmdWrite(0x01);

LCD\_CmdWrite(0x80);

LCD\_DisplayString("Insufficient Bal");

LCD\_CmdWrite(0xC3);

LCD\_DisplayString("Pay By Cash");

send\_msg(3);

buzzer=1;

delay\_sec(5);

buzzer=0;

//LCD\_DisplayString("Reject Pay Cash");

delay\_ms(2);//delay\_sec(6);

while(ir!=0);

LCD\_CmdWrite(0x01);

LCD\_CmdWrite(0x84);

LCD\_DisplayString("Thank you ");

LCD\_CmdWrite(0xC3);

LCD\_DisplayString("Cash Recieved");

motor=1;

delay\_ms(200);

motor=0;

delay\_sec(5);

LCD\_CmdWrite(0x01);

}

//LCD\_CmdWrite(0xC0);

//LCD\_DisplayString(" ");

memset (RecvBuffer,0,15);

isr\_flag=0;

IE=0x90;

}

}

}

}

void Receiver\_isr() interrupt 4

{

volatile char Rx\_Buffer=0;

if(RI)

{

Rx\_Buffer=SBUF;

RecvBuffer[i]=Rx\_Buffer;

i++;

if(i>=12)

{

isr\_flag=1;

i=0;

}

RI=0;

//UART\_TxChar(Rx\_Buffer);

}

}

void gsm\_init()

{

UART\_TxString("AT");

delay\_ms(200);

UART\_TxChar(0x0D

delay\_ms(200);

UART\_TxString("AT+CMGF=1");

delay\_ms(50);

UART\_TxChar(0x0D);

delay\_ms(200);

}//End of gsm

void send\_msg(char a)

{

UART\_TxString("AT+CSCS=\"GSM\"");

delay\_ms(100);

UART\_TxChar(0x0D);

delay\_ms(300);

UART\_TxString("AT+CMGS=\"9881759638\"");

delay\_ms(100);

UART\_TxChar(0x0D);

delay\_ms(300);

delay\_ms(200);

switch(a)

{

case 1:

UART\_TxString("Your Account has been debited Rs.25");

break;

case 2:

UART\_TxString("Your Account has been debited Rs.25");

break;

case 3:

UART\_TxString("Low Balance");

break;

}

delay\_ms(300);

UART\_TxChar(0x0D);

delay\_ms(300);

delay\_ms(300);

delay\_ms(300);

UART\_TxChar(0x1A);

delay\_ms(300);

delay\_ms(200);

UART\_TxChar(0x0D);

delay\_ms(300);

delay\_ms(300);

delay\_ms(300);

delay\_ms(300);

//End of send msg

#include<reg51.h>

#include"delay.h"

void delay\_us(unsigned int us\_count)

{

while(us\_count!=0)

{

us\_count--;

}

}

void delay\_ms(unsigned int ms\_count)

{

while(ms\_count!=0)

{

delay\_us(112);

ms\_count--;

}

}

void delay\_sec(unsigned char sec\_count)

{

while(sec\_count!=0)

{

delay\_ms(1000);

sec\_count--;

}

}

#include<reg51.h>

#include"uart.h"

void UART\_Init()

{

TMOD |=0x20;

TH1=-3;

SCON=0x50;

IE=0x90;

TR1=1;

}

char UART\_RxChar()

{

while(RI==0);

RI=0;

return(SBUF);

}

void UART\_TxChar(char ch)

{

SBUF=ch;

while(TI==0);

TI=0;

}

void UART\_TxString(char \*string\_ptr)

{

while(\*string\_ptr)

UART\_TxChar(\*string\_ptr++);

}

void UART\_RxString(char \*string\_ptr)

{

char ch;

while(1)

{

ch=UART\_RxChar();

UART\_TxChar(ch);

if((ch=='\r') || (ch=='\n'))

{

\*string\_ptr=0;

break;

}

\*string\_ptr=ch;

string\_ptr++;

}

}

void UART\_TxNumber(unsigned int num)

{

UART\_TxChar((num/10000)+0x30);

num=num%10000;

UART\_TxChar((num/1000)+0x30);

num=num%1000;

UART\_TxChar((num/100)+0x30);

num=num%100;

UART\_TxChar((num/10)+0x30);

UART\_TxChar((num%10)+0x30);

}