Header

```
#ifndef MAIN_H
#define MAIN_H

#include "elev.h"

#define elev_button_type_t button_type_t

void io_resetStopLight();
void io_closeDoor();
void io_resetAllLights();
void io_resetAllButtonLights();
void io_resetFloorLightsOnTemporaryStop(enum floor_t, enum direction_t);

void io_setStopLight();
void io_openDoor();
void io_setFloorCallLight(enum floor_t, enum direction_t);
void io_setCommandLight(enum floor_t);


void io_startMotor(enum direction_t);
void io_stopMotor();



#endif
```

Implementasjon

```
#include "elevator_IO.h"


void io_resetAllButtonLights(){
        int floor;
        for(floor=0;floor<N_FLOORS;floor++){
                elev_set_button_lamp(BUTTON_COMMAND, floor ,0)
                if(floor!=0)
                        elev_set_button_lamp(BUTTON_CALL_DOWN, floor ,0)
                if(floor<(N_FLOORS-1))
                        elev_set_button_lamp(BUTTON_CALL_UP, floor ,0)
        }
}
void io_resetStopLight(){
        elev_set_stop_lamp(0);
}
void io_resetFloorLightsOnTemporaryStop(floor_t floor, direction_t direction){
        elev_set_button_lamp(BUTTON_COMMAND, floor ,0);
        if(direction==UP)
                elev_set_button_lamp(BUTTON_CALL_UP, floor ,0);
        else if(direction==DOWN)
                elev_set_button_lamp(BUTTON_CALL_DOWN, floor ,0);
}
void io_closeDoor(){
        elev_set_door_open_lamp(0);
}

void io_setStopLight(){
        elev_set_stop_lamp(1);
}
void io_setFloorCallLight(floor_t floor, direction_t direction){
        if(direction==UP)
                elev_set_button_lamp(BUTTON_CALL_UP, floor ,1);
        else if(direction==DOWN)
                elev_set_button_lamp(BUTTON_CALL_DOWN, floor ,1);
}
void io_setCommandLight(floor_t floor){
        elev_set_button_lamp(BUTTON_COMMAND, floor ,1);
}
void io_openDoor(){
        elev_set_door_open_lamp(1);
}
void io_startMotor(direction_t direction){
        elev_set_speed(300*direction);
}
void io_stopMotor(){
        elev_set_speed(0);
```

}