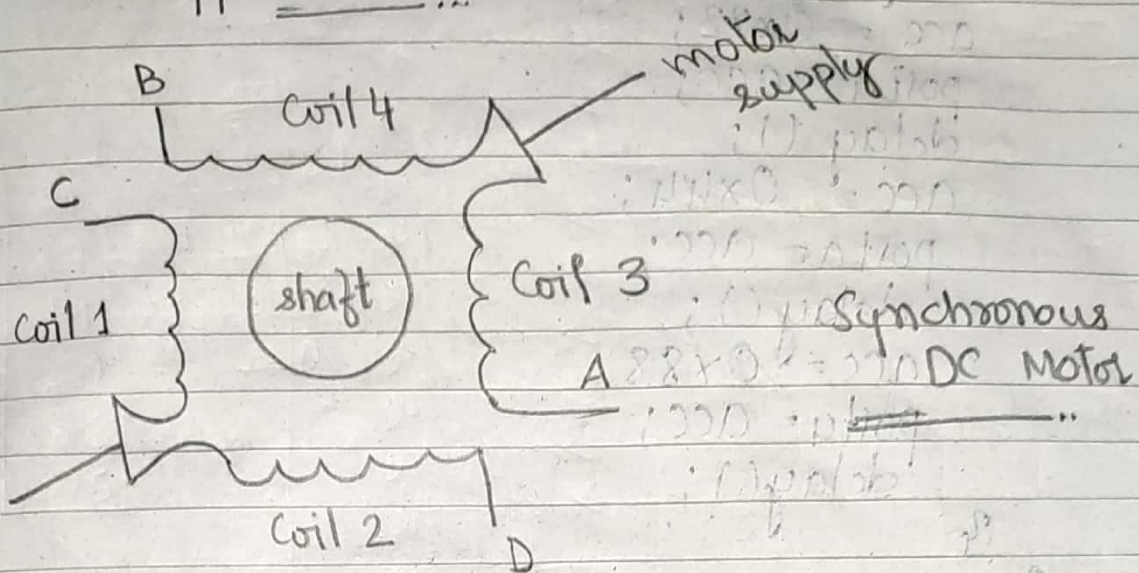


PROGRAM:01)

stepper Motor



Drive a Stepper Motor interface to rotate the motor in Anti-Clockwise by N steps.
Introduce suitable delay between successive steps.

```
#include <stdio.h>
```

```
#include <reg51.h>
```

```
char xdata port_at_0xe803;  
char xdata port_at_0xe800;  
char idata acc_at_0x30;
```

```
delay() {  
    int j;  
    for (j=0; j<800; j++) {  
        {  
        }  
    }  
}
```

```
void main() {  
    port = 0x80;  
    while (1) {  
        acc = 0x11;  
        porta = acc;
```

```

delay();
acc = 0x22;
porta = acc;
delay();
acc = 0x44;
porta = acc;
delay();
acc = 0x88;
porta = acc;
delay();
}
}

```

}

all data of interface to motor is given
motor in 16-bit in 16-bit
 This data is given to motor in 16-bit

<data> <data>
 <data> <data>

0x02 to 0x03
 0x04 to 0x05
 0x06 to 0x07

0x08 to 0x09

0x0A to 0x0B
 0x0C to 0x0D
 0x0E to 0x0F

0x10 to 0x11

0x12 to 0x13

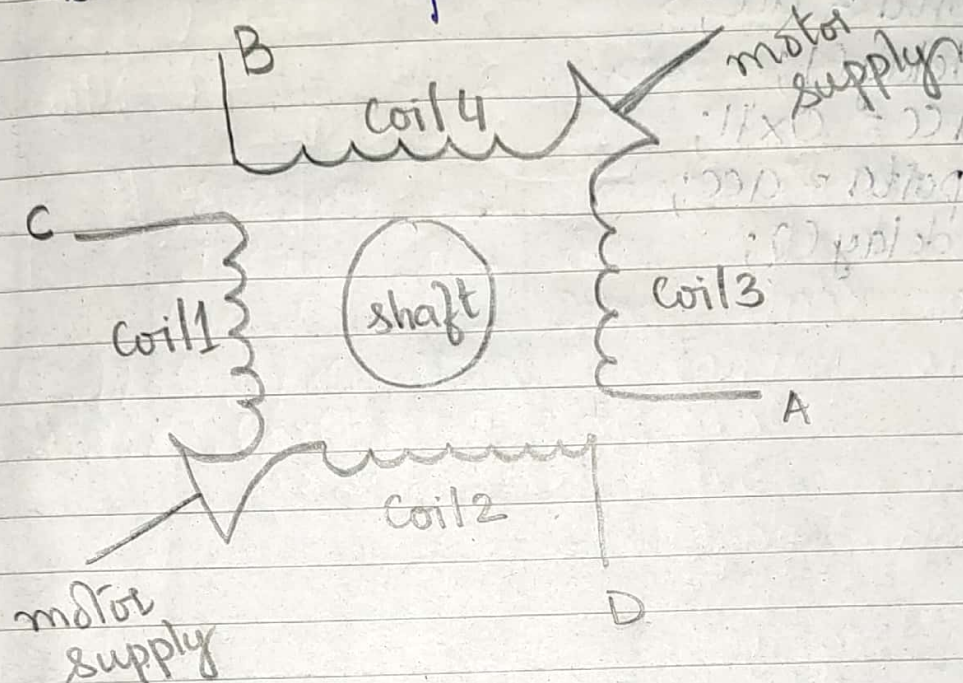
0x14 to 0x15

0x16 to 0x17

0x18 to 0x19

PROGRAM: 2)

Derive a Stepper Motor interface to rotate the motor in clockwise by N steps
Introduce suitable delay between successive steps:



```
#include <stdio.h>
#include <reg51.h>
char xdata port_at_0xe803;
char xdata porta_at_0xe800;
char xdata idata port
char idata acc_at_0x30;
```

```
delay() {
    int j;
    for (j=0; j<800; j++)
        ;
}
```

```
void main() {
    port = 0x80;
    while (1) {
        acc = 0x88;
        porta = acc;
    }
}
```

```

delay();
acc = 0x44;
porta = acc;
delay();
acc = 0x22;
porta = acc;
delay();
acc = 0x11;
porta = acc;
delay();

```

```

}
}

```

```

#include <avr/io.h>
#include <avr/interrupt.h>
#define F_CPU 1000000UL
#define LED_PIN 13
#define LED_PORT PORTD

```

```

void setup() {
  pinMode(LED_PIN, OUTPUT);
}

```

```

void loop() {
  digitalWrite(LED_PIN, HIGH);
  delay(1000);
  digitalWrite(LED_PIN, LOW);
  delay(1000);
}

```


Micro Controller (8051) Program: 3

Common Cathode Type 7 Segment Display to display HELP & FIRE

```
#include <stdio.h>
```

```
#include <reg51.h>
```

```
char xdata CommW_at_0xe803;
```

```
char xdata portB_at_0xe801;
```

```
char xdata portC_at_0xe802;
```

```
delay() {
```

```
    long u;
```

```
    for(u=0; u<8000; u++);
```

```
}
```

```
void main() {
```

```
    int d, b, j, m;
```

```
    unsigned char k;
```

```
    CommW = 0x80;
```

```
    do {
```

```
        i=0;
```

```
        for(d=0; d<3; d++) {
```

```
            for(b=0; b<4; b++) {
```

```
                k = port[i++];
```

```
                for(j=0; j<8; j++) {
```

```
                    m=k;
```

```
                    k = k & 0x80;
```

```
                }
```

```
                    if(k==00)
```

```
                        portB = 0x00;
```

```
                    else
```

```
                        portB = 0x01;
```

```
                }
```

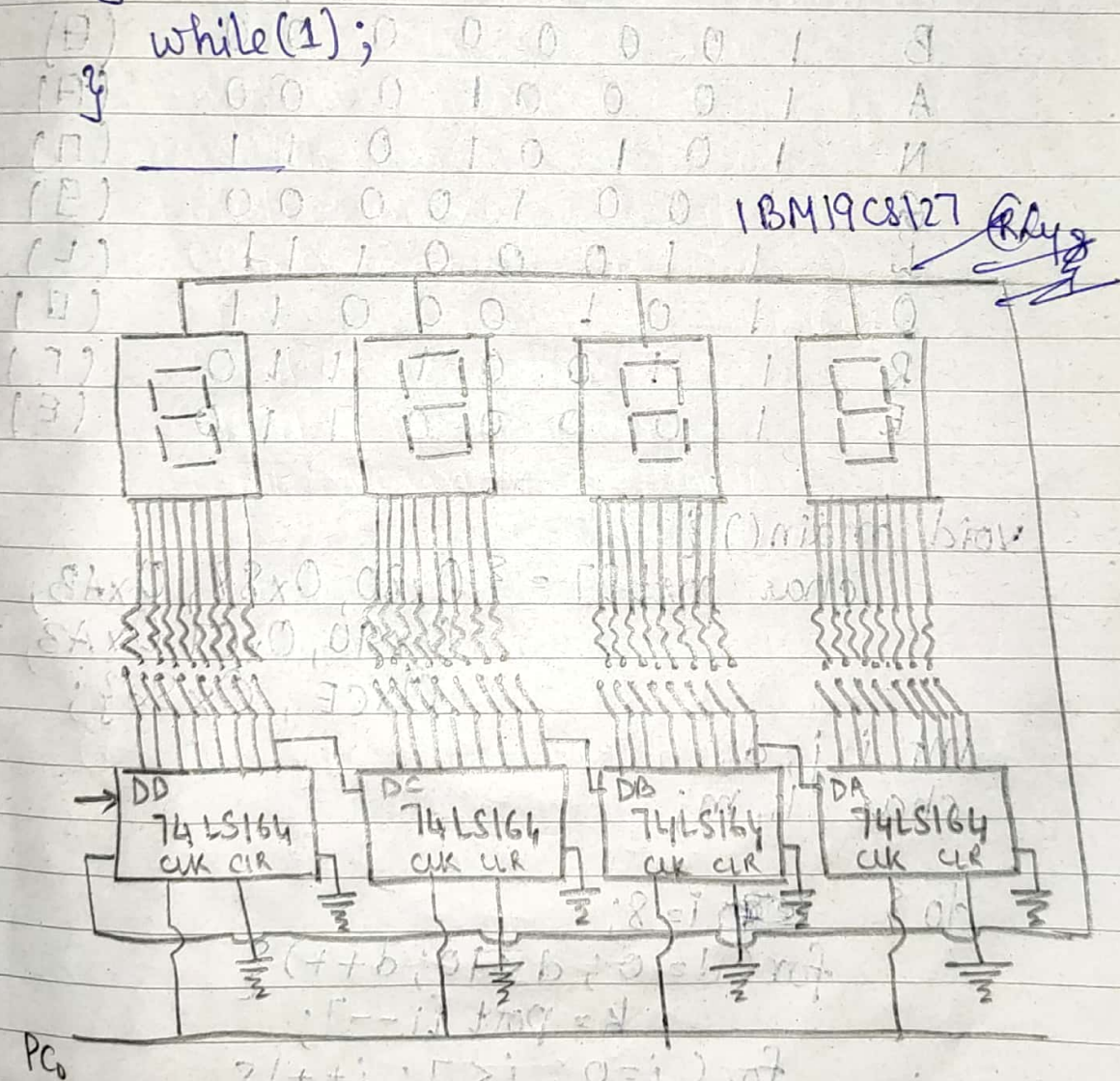


```

    port B = 0x01;
}
port C = 0x01;
port C = 0x00;

k = m;
k <= 1;
}
}
delay();
}
}
}

```



PROGRAM: 04

Display message BANGLORE in rolling fashion on 7-segment display. interface for a suitable period of time.

```
#include <stdio.h>
```

```
#include <reg51.h>
```

```
char xdata CommW _at_ 0xe803;
```

```
char xdata portB _at_ 0xe801;
```

```
char xdata portC _at_ 0xe802;
```

```
char port[20] = { 0xff, 0xff, 0xff, 0xff,  
0x83, 0x88, 0xc8, 0x82, 0x88, 0xc7,  
0xc0, 0xaf, 0x86 };
```

```
void display()  
{
```

```
    long u;
```

```
    for (u=0; u<8000; u++)  
        { }
```

```
}
```

```
void main() {
```

```
    int d, b, j, m, i;
```

```
    unsigned char k;
```

```
    CommW = 0x80;
```

```
    do {
```

```
        i=0;
```

```
        for (d=0; d<8; d++) {
```

```
            for (b=13; b>0; b--) {
```

```
                delay();
```

```
                k = port[i++];
```

```
            for (j=0; j<9; j++) {
```

```
                m=k;
```

```
                k = k & 0x80;
```

```
                if (k==0) portB = 0x00;
```

```
                else portB = 0x01;
```

```
port C = 0x01;  
port C = 0x00;
```

```
k = m;
```

```
k <<= 1;
```

```
}
```

```
}
```

```
    delay();
```

```
}
```

```
} while(1);
```

```
}
```


Program 05: 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++)
```

```
{
```

```
Reset() {
```

```
Step = Step & 0x0f;
```

```
PortA = Step;
```

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

```
PortA = Step;
```

```
}
```

```
GoUp() {
```

```
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 0x07: while (Step < 0xf9) {
    Step++;
    PortA = Step;
    Delay();
}
Reset();
break;
}
}

```

GoDown() {

```

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;
```

```
}
```

```
void main() {
```

```
    CommandWord = 0x82;
```

```
    PortA = 0xf0;
```

```
    PresentFloor = 0x0e;
```

```
    while(1) {
```

```
        RequestedFloor = PortB;
```

```
        RequestedFloor = RequestedFloor & 0xf;
```

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

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

```
                GoUp();
```

```
            else
```

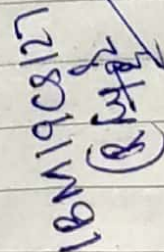
```
                GoDown();
```

```
            PresentFloor = RequestedFloor;
```

```
        }
```

```
        RequestedFloor = PortB;
```

```
}
```

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