

Program to demo the elevator interface

```
→ #include <stdio.h>
#include <reg51.h>
unsigned char xdata CommandWord = 0x803;
unsigned char xdata PortA = 0x800;
unsigned char xdata PortB = 0x801;
unsigned char xdata PresentFloor, RequestedFloor;
Step = 0xf0;
unsigned long xdata count, i;
```

```
Delay()
```

```
{
```

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

```
}
```

```
Reset()
```

```
{
```

```
Step = Step & 0xf;
```

```
PortA = Step;
```

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

```
PortA = Step;
```

```
}
```

```
Group()
```

```
{
```

```
Switch(RequestedFloor)
```

```
{
```

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

```
{
```

```
Step++;
```

```
PortA = Step;
```

```
Delay();
```

```
}
```

```
Reset();
```

```
break;
```

```
case 0x06 : while (Step < 0xf6)
```

```
{
```

```
    Step++;
```

```
    Port A = Step;
```

```
    Delay();
```

```
}
```

```
    Reset();
```

```
    break;
```

```
case 0x07 : while (Step < 0xf9)
```

```
{
```

```
    Step++;
```

```
    Port A = Step;
```

```
    Delay();
```

```
}
```

```
    Reset();
```

```
    break;
```

```
}
```

```
}
```

```
GoDown()
```

```
{
```

```
    Switch (Requested Floor)
```

```
{
```

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

```
{
```

```
        Step--;
```

```
        Port A = Step;
```

```
        Delay();
```

```
}
```

```
        Reset();
```

```
        break;
```

```
case 0x0b : while (Step > 0xf6)
{
    Step--;
    Port A = Step;
    Delay();
}
Reset();
break;
```

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

```
void main ()
{
```

```
    Command Word = 0x82;
```

```
    Port A = 0xf0;
```

```
    Present Floor = 0x0e;
```

```
    while(1) {
```

```
        Requested Floor = Port B;
```

```
        Requested Floor = Requested Floor & 0xf;
```

```
        if (Requested Floor != 0x0f && Requested  
            Floor != Present Floor)
```



```
{  
  if (Requested Floor < Present Floor)  
    Group();  
  else  
    GoDown();  
  Present Floor = Requested Floor;  
}  
Requested Floor = Port B;  
}
```