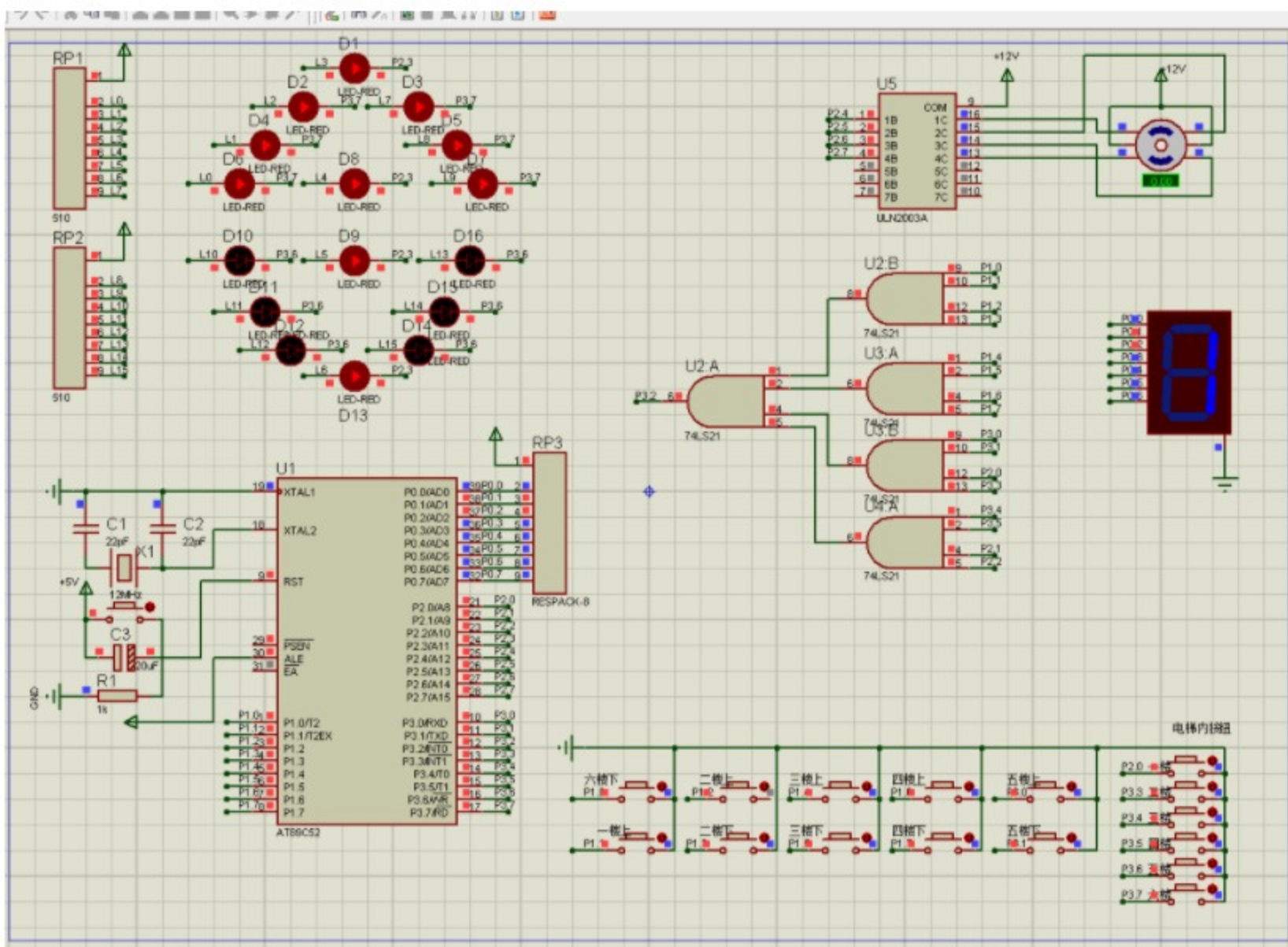




```
1 #include<reg52.h>
2 #define MAXFLOOR 6
3 unsigned char code LED_CODES[]={0x3f,0x06,0x5b,0x4f,0x66,0x6d,0x7d};
4 sbit F6D=P1^0;
5 sbit F1U=P1^1;
6 sbit F2D=P1^2;
7 sbit F2U=P1^3;
8 sbit F3D=P1^4;
9 sbit F3U=P1^5;
10 sbit F4D=P1^6;
11 sbit F4U=P1^7;
12 sbit F5D=P3^0;
13 sbit F5U=P3^1;
14 sbit F1=P2^0;
15 sbit F2=P2^1;
16 sbit F3=P2^2;
17 sbit F4=P2^3;
18 sbit F5=P2^4;
19 sbit F6=P2^5;
20
21 sbit ledu=P3^7;
22 sbit ledd=P3^6;
23 sbit ledx=P2^3;
24
25 sbit a1=P2^4;
26 sbit a2=P2^5;
27 sbit a3=P2^6;
28 sbit a4=P2^7;
29 bit dir=1,stop=0;
30 unsigned char nf=1;
31 unsigned char cf=1;
32 unsigned char df;
33 unsigned char tf;
34 unsigned char flag,count=0,i=0;
35 unsigned int timer1=0,timer2=0;
36
37 unsigned char call_floor[7]={0,0,0,0,0,0};
38 unsigned char const sequencea[8]={0x2f,0x6f,0x4f,0xcF,0x8f,0x9f,0x1f,0x3f};
39
40 void select_next();
41 void step(bit dir);
```