

# C++ software for the circuit

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

main()
{
    /* initialisation */
    int x;
    /* put all output devices off */
    outportb(0x378,0x00);

    /* title for the thesis */
    textmode(1);
    gotoxy(5,2);
    textcolor(WHITE);
    textbackground(RED);
    cprintf("\n MOHAMED ABDELKADIE      ");
    gotoxy(5,4);
    cprintf("\n    SUDAN UNIVERSITY (CETS)  ");
```

```

gotoxy(2,6);

cprintf("\n      VOIP          ");

textcolor(WHITE+BLINK);

textbackground(BLUE);

gotoxy(5,11);

cprintf("\n      start operation      ");

struct date d;

getdate(&d);

printf("\n\n %d / %d / %d", d.da_day, d.da_mon,d.da_year);

textcolor(WHITE);

textbackground(BLUE);

gotoxy(5,15);

cprintf("\n      ENTER THE COMMAND      ");

delay(9000);

beg:

/* read the output of ( 8870 ) */

x=inportb(0x379);

x=( x & 0xf0 );

x=( x ^ 0x80 );

printf("\n %d",x);

```

```
/* check */

if (kbhit()) goto finish;

if ( x == 16) goto motoron; /* rotate the motor */

if ( x == 32) goto motoroff; /* stop the motor */

if ( x == 48) goto suckeron; /* sucker on*/

if ( x == 64) goto suckeroff; /* sucker off*/

goto beg;
```

```
/* motor ON */

motoron:

clrscr();

textmode(1);

gotoxy(5,20);

textcolor(WHITE+BLINK);

textbackground(RED);

cprintf(" motor rotates \n");

outportb(0x378,0x01);

delay(1000);

goto beg;
```

```
/* motor OFF */

motoroff:

clrscr();

textmode(1);
```

```
gotoxy(5,20);

textcolor(WHITE+BLINK);

textbackground(GREEN);

cprintf(" motor OFF \n");

outportb(0x378,0x00);

delay(1000);

goto beg;
```

```
/* sucker ON */
```

```
suckeron:

clrscr();

textmode(1);

gotoxy(5,20);

textcolor(WHITE+BLINK);

textbackground(RED);

cprintf(" sucker ON \n");

outportb(0x378,0x02);

delay(1000);

goto beg;
```

```
/* sucker OFF */
```

```
suckeroff:

clrscr();

textmode(1);

gotoxy(5,20);
```

```
textcolor(WHITE+BLINK);
textbackground(GREEN);
cprintf(" sucker OFF \n");
outportb(0x378,0x00);
delay(1000);
goto beg;
```

```
finish:
```

```
getch();
return(0);
}
```