

```

int    *p;                /* Pointer to the device address area */

p = (int *)0x110000;      /* Initialize pointer to device address */
if (*p == 0)              /* Test if printer is powered on */
    error("printer not on");
*(p+1) = 1;               /* Start loading paper */
while (*(p+6) != 0)       /* Poll to wait for the load to complete */
    ;

*(p+2) = &mydata;         /* Specify the location of data in memory */
*(p+3) = 1;               /* Cause printer to pick up data */
while (*(p+6) != 0)       /* Poll to wait for printer to complete loading data */
    ;

*(p+4) = 1;               /* Start inkjet spraying */
while (*(p+6) != 0)       /* Poll to wait for the inkjet to finish */
    ;

*(p+5) = 1;               /* Advance the paper to the next band */
while (*(p+6) != 0)       /* Poll to wait for the paper advance to complete */
    ;

```

Figure 16.3 Example C code that uses polling to carry out some of the steps from Figure 16.1 on the imaginary printing device specified in Figure 16.2.