#include <reg51.h>

// Define delay function for millisecond delay

void DELAY\_ms(unsigned int ms\_Count) {

unsigned int i, j;

for (i = 0; i < ms\_Count; i++) {

for (j = 0; j < 1275; j++); // Adjust as needed for desired delay

}

}

int main() {

unsigned char seg\_code[] = {0x3F, 0x06, 0x5B, 0x4F, 0x66, 0x6D, 0x7D, 0x07, 0x7F, 0x6F}; // Codes for 0-9

unsigned char i;

while (1) {

for (i = 0; i < 10; i++) { // Loop to display 0-9

P2 = seg\_code[i]; // Output segment code to port P2

DELAY\_ms(500); // Delay between displays

}

}

}