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IBM19CS195

Q. Display messages BANGLORE in scrolling fashion on a 7 segment display interface for a suitable period of time.

```
#include <stdio.h>
#include <reg51.h>
char >data CommW = at_0xe803;
char *datapostB = at_0xe801;
char *datapostB = at_0xe801;
char *datapostC = at_0xe802;
char post[20] = {0xff, 0xff, 0xff, 0x83, 0x85, 0x04, 0x82, 0x88,
0xc7, 0xc0, 0xaf, 0x86, 0};
delay(1)
{
    long u;
    for (u=0; u<4000; u++);
}
void main()
{
    int d, b, j, m;
    unsigned char k;
    CommW = 0x80;
    do
    {
        p = 0;
        for (d=0; d<1; d++)
        {
            for (b=13; b>0; b--)
            {
                delay(1);
                k = pool[i++];
                for (j=0; j<8; j++)
```

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$m = k;$

$k = k + 0 \times 80;$

}

if ( $k = 00$ )

PortB =  $0 \times 00;$

else

PortB =  $0 \times 01;$

}

PortC =  $0 \times 01;$

PortC =  $0 \times 00;$

$k = m$

$k \times l = 1$

}

}

delay(1);

}

}

wake(1);

}