2. display messages FIRE & HELP alternatively
with flickering effects on a 7-segment
display interface for a suitable period of Time
ensure a flashing rate that makes it easy
to read both the messages

```
#include <stdio.h>
#include <reg51.h>
char xdata portB at_0xe801;
char xdata commW -at- 0xe803;
char xdata portc - at- 0xe802;
char port [20] = {0x8e, 0xf9, 0xde, 0x86, 0xff,
   0xff, 0xff, 0xff, 0x89, 0x86, 0xc7, 0x8c};
delay()
{
   long u;
   for(u=0; u<8000; u++);
}

void main() {
   uint d, b, j, m;
   unsigned char k;
   commW = 0x80;
   do {
   u = 0;
   for (d = 0; d<3; d++){
   for (b=0; b<4; b++) {
   k = port [u++]
   for (j =0 ; j<8 ; j++){
   m = k;
   k = k x 0x80;
   {
   if (k == 00)
   port B = 0x00;
```

```
else
portB = 0x01;
y

    port C = 0x01;
     port c = 0x00;
      k = m;
     k << 1;
yy
    delay();
   yy
   while(1);
y
```