1.堆叠

#include <reg52.h>

void delay(unsigned int i){

unsigned int j;

while(i -)

for(j=600;j>0;j--);

}

void main(void){

unsigned int i,j,a;

while(1){

a=0xff;

for(i=0;i<8;i++){//外循环控制停的位置

P1=0x7f;

for(j=0;j<8-i;j++){//内循环控制单灯流水

P1&=a; //

delay(200);

P1>>=1; //右移

P1|=0x80; //高位置1

}

a<<=1;

}

}

}

2.0000-9999显示+复位清零

#include <stc12c5a60s2.h>

sbit KEY0=P2^0;//一按暂停

sbit KEY1=P2^1;//一按复位重新开始

void delay(unsigned int i) //延时

{

unsigned int j;

while(i--)

for(j=600;j>0;j--);

}

void init(void)

{

KEY0=1;

KEY1=1;

P0=0xff; ///com口

P1=0xff;

P0M1=0x00;

P0M0=0x0f;

}

void display(unsigned char \*q)

{

unsigned int i;

for(i=0;i<4;i++)

{

P0=0x08>>i;

P1=q[i];

delay(5);

}

}

void main()

{

unsigned int i,k;

bit flag=0;

unsigned char code qdm[]={0xa0,0xbb,0x62,0x2a,0x39,0x2c,0x24,0xba,0x20,0x28};

unsigned char s[4];

init();

while(1)

{

for(i=0;i<10000;i++)

{

if(i<1000) s[0]=0xff; else s[0]=qdm[i/1000];

if(i<100) s[1]=0xff; else s[1]=qdm[i/100%10];

if(i<10) s[2]=0xff; else s[2]=qdm[i/10%10];

s[3]=qdm[i%10];

k=50;

while(k--||flag)

{

if(KEY0==0||KEY1==0)

{

display(s);

if(KEY0==0) {flag=~flag; k=0;}

if(KEY1==0){i=0; s[0]=s[1]=s[2]=0xff;s[3]=qdm[0]; k=0; if(flag!=0) flag=0;}

while(KEY0==0||KEY1==0) display(s);

display(s);

}

display(s);

}

}

}

}

3.点阵屏滚动显示ABC

#include <STC12C5A60S2.h>

void delay(unsigned int i)

{

unsigned int j;

while(i--)

for(j=600;j>0;j--);

}

void init(void)

{

P0=0xff;

P1=0x00;

P1M0=0xff;

P1M1=0x00;

}

void main(void)

{

unsigned int i,j,k;

unsigned char code a[]={

0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,

0x3E,0x48,0x88,0x48,0x3E,0x00, //-A-

0xFE,0x92,0x92,0x92,0x6C,0x00, //-B-

0x7C,0x82,0x82,0x82,0x44,0x00, //-C-

0x00,0x00,0x00,0x00,0x00,0x00,0x00,0x00,

};

init();

while(1)

{

for(j=0;j<26;j++)

{

k=15;

while(k--)

{

for(i=0;i<8;i++)

{

P0=~(0x80>>i);

P1=a[i+j%26];

delay(2);

}

}

}

}

}