Karthik Deepak

IBM19 CS 200

Display message FIRE and HelP alternately 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

```c
#include <stdio.h>
#include <reg51.h>


charx data CommW_at_ 0xe 803;
charx dataportB_at_ 0xe801 ;
charx datapont C_at_ 0xe 803;
char pont[20] = {0x8e, 0x19, 0xde, 0x86, 0xff, 0xff,
                 0xff, 0x89, 0x86, 0xc7, 0x8c);
delay ()
{
    long u;
        for( u =0; u <800 ; u++);
    }
void main()
{
    intd, b, j, m;
    unsigned char k;
    Comm W = 0X80;
    do
    {
    i=0;
    for (d= 0; d<3; d++)
    {
        for( b=0; b<4; b++)
        {
            k = pont[i++];
            for (j=0; j<8; j++)
            {
                m= k;
                k= k&0x 80;
```

```
        {
            if (k==00)
                portB = 0x00;
            else
                portB = 0x01;
            }
            port C = 0x01;
            port C = 0x00;
            k = m;
            k<<= 1;
        }
    }
    delay ();
    }
    }
    while (1);
}
```