13. Display messages 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

PROGRAM

#include<stdio.h>

#include<reg51.h>

charxdataCommW \_at\_ 0xe803;

charxdataportB \_at\_ 0xe801;

charxdataportC \_at\_ 0xe802;

char port[20] = {0x8e,0xf9,0xde,0x86,0xff,0xff,0xff,0xff,0x89,0x86,0xc7,0x8c},i;

delay()

{

long u;

for(u=0;u<8000;u++);

}

void main()

{

intd,b,j,m;

unsigned char k;

CommW = 0x80;

do

{

i=0;

for(d=0;d<3;d++)

{

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

{

k = port[i++];

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

{

m=k;

k=k&0x80;

{

if(k==00)

portB=0x00;

else

portB=0x01;

}

portC = 0x01;

portC = 0x00;

k=m;

k<<=1;

} }

delay();

}}

while(1);

}

WRITTEN PROGRAMS:-



