MC

Display messages FIRE & HELP alternately with flickering effect 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.

A.
```c
#include <stdio.h>
#include <reg51.h>
char xdata CommW_at_0xc803;
char xdata portB_at_0xc801;
char xdata portC_at_0xc802;
char port[20] = {0x8c, 0xf9, 0xde, 0x86, 0xff, 0xff, 0xff,
0xff, 0x89, 0x86, 0xc7, 0x8c}, i;
delay() {
long u;
for(u=0; u<8000; u++);
}

void main() {
int d, 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
```

```c
        portB = 0x01;
    }   portC = 0x01;
        portC = 0x00;
        k = m;
        k <<= 1;
    }}
        delay();
    }}
        while (1);
    }
```