

1.....

```
ORG 0000H
BACK: MOV A,#0FEH
MOV P1,A
ACALL DELAY_ON
MOV A,#0FFH
MOV P1,A
ACALL DELAY_OFF
SJMP BACK
    DELAY_ON:
    MOV R7,#031H
    L1:DJNZ R7,L1
    RET
    DELAY_OFF:
    MOV R7,#031H
    L2:DJNZ R7,L2
    RET
```

3.....

```
MOV SCON,#40H
MOV A,PCON
CLR ACC.7
MOV PCON,A
MOV TMOD,#20H
MOV TH1,#0E8H,#0F4H,#0FAH
MOV TL1,#0E8H,#0F4H,#0FAH
SETB TR1
MOV DPTR,#STRING
BACK:MOV A,#00H
MOVC A,@A+DPTR
JZ EXIT
MOV SBUF,A
L1:JNB TI,L1
CLR TI
INC DPTR
SJMP BACK
EXIT:SJMP EXIT
ORG 0200H
STRING:DB 41H,42H,48H,49H,53H,48H,45H,4BH,20H,44H,55H,54H,54H,41H
```

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4.....

```
MOV SCON,#50H
MOV A,PCON
CLR ACC.7
MOV PCON,A
MOV TMOD,#20H
MOV TH1,#0E8H,#0F4H,#0FAH
MOV TL1,#0E8H,#0F4H,#0FAH
SETB TR1
L1:JNB RI,L1
```

```
CLR RI
MOV A,SBUF
MOV SBUF,A
L2:JNB TI,L2
CLR TI
SJMP L1
EXIT:SJMP EXIT
```

5.....

```
BACK:SETB P0.7
MOV DPTR,#STRING
SETB P3.3
SETB P3.4
CLR A
MOVC A,@A+DPTR
MOV P1,A
ACALL DELAY
INC DPTR
```

```
SETB P0.7
CLR P3.3
SETB P3.4
CLR A
MOVC A,@A+DPTR
MOV P1,A
ACALL DELAY
INC DPTR
```

```
SETB P0.7
SETB P3.3
CLR P3.4
CLR A
MOVC A,@A+DPTR
MOV P1,A
ACALL DELAY
INC DPTR
```

```
SETB P0.7
CLR P3.3
CLR P3.4
CLR A
MOVC A,@A+DPTR
MOV P1,A
ACALL DELAY
SJMP BACK
DELAY:MOV R7,#063H
L1:DJNZ R7,L1
RET
ORG 0200H
STRING:DB 99H,88H,C0H,B0H
```

2.....

```
ORG 0000H
BACK:MOV A,#00H
CLR P1.0
ACALL DELAY_ON
ACALL BLINK
SETB P1.0
CLR P1.2
ACALL DELAY_ON
SETB P1.2
SJMP BACK
DELAY_ON:
MOV R7,#09H
L1:
MOV TMOD,#01H
MOV TH0,#0DFH
MOV TL0,#0F0H
SETB TR0
D1:
JNB TF0,D1
CLR TR0
CLR TF0
DJNZ R7,L1
RET
DELAY_BLINK:
MOV R7,#02H
L2:
MOV TMOD,#01H
MOV TH0,#0FCH
MOV TL0,#018H
SETB TR0
D2:
JNB TF0,D2`
CLR TR0
CLR TF0
DJNZ R7,L2
RET
BLINK:
MOV R5,#05H
B1:
CLR P1.1
ACALL DELAY_BLINK
SETB P1.1
ACALL DELAY_BLINK
DJNZ R5,B1
RET
```