

## lab 13

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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.

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

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

```
char xdata com1[] = "FIRE";
```

```
char xdata portb[] = "HELP";
```

```
char xdata portc[] = "HELP";
```

```
char port[20] = {0x8c, 0x89, 0xde, 0x8f, 0xff, 0xff,  
0xff, 0xff, 0x89, 0x89, 0xe7, 0xae};
```

```
delay () {
```

```
long u;
```

```
for (u = 0; u < 2000; u++);
```

```
}
```



```
void main()
```

```
{ int d, b, j, m;
```

```
  unsigned char k;
```

```
  const int = 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 < 0x20;
```

```
          < if (k == 0x00)
```

```
            port B = 0x00;
```

```
          else
```

```
            port B = 0x01;
```

```
          }
```

```
        port C = 0x01;
```

```
        port C = 0x00;
```

```
        k = m
```

```
        k < 1;
```

```
      }
```

```
    } delay (1);
```

```
  }
```

```
  while (1);
```

```
}
```