

Display messages Fire and help alternatively with flickering effects on a 7-segment display interface for a suitable period of time. Ensure flickering rate that makes it easy to read both the messages.

```
#include <stdio.h>
#include <reg51.h>
char xdata countw_at_0xe803;
char xdata portB_at_0xe801;
char xdata portC_at_0xe802;
char portC[20] = {0x8c, 0xf9, 0xd0,
                  0x86, 0xff, 0xff,
                  0xff, 0xff, 0x89,
                  0x86, 0xc7, 0x8c, 0x8c, 0x8c};
```

```
delay ( )
{
```

```
    long u;
```

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

```
void main ( )
```

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

```
  unsigned char k;
```

```
  countw = 0x20;
```

```
do {
```

```
    i = 0;
```

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

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

```
            { k = portC[i++];
```

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

```
                    {
```

R = 14 20x80;

{ if (R == 00)

port B = 0x00;

else

port B = 0x01; }

port C = 0x00;

R = m

A < C = 1; }

delay(C);

}

}

while (1);

}