

Display messages BANG! ALOE in rolling fashion on a 7-segment display interface for a suitable period of time.

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

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

```
char xdata column = at - 0x803;
```

```
char xdata portB = at - 0x801;
```

```
char xdata portC = at - 0x802;
```

```
char port[20] = {0xff, 0xff, 0xff,  
0xc0c083, 0xc88, 0xc0, 0xc33, 0xc7  
0xc66, 0xaf, 0x863, i};
```

```
delay ( )
```

```
{
```

```
long u;
```

```
for ( u=0; u<4000; u++);
```

```
return 0;
```

```
}
```

```
void main ( )
```

```
{
```

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

```
unsigned char B;
```

```
column = 0x80;
```

```
do
```

```
{
```

```
    i = 0;
```

```
    for ( d=0; d<i; d++)
```

```
    {
```

```
        for ( b=13; b>0; b--)
```

```
        {
```

```
            delay ( );
```

```
R = part [i++];  
for (j = 0; j < 6; j++)  
{
```

```
    m = R;
```

```
    B = R & 0x80;
```

```
    {
```

```
        if (B == 0x00)
```

```
            part B = 0x0000;
```

```
        else
```

```
            part B = 0x0001;
```

```
    }
```

```
    part C = 0x0001;
```

```
    part C = 0x0000;
```

```
    R = m;
```

```
    R < 1 = 1;
```

```
    }
```

```
}
```

```
delay (1);
```

```
}
```

```
}
```

```
while (1);
```

```
}
```