ORG 0000H  
  
CLR P3.0   
MOV R1,#00H  
MOV P2,#00H  
MOV DPTR,#0300H  
SETB P3.3 ; RESET BUTTON  
START: MOV P1,#0FFH  
L3: MOV R2,P1   
CJNE R2,#0FFH,L2  
SJMP L3   
L2: SETB C   
  
; FIND PRESSED SWITCH NUMBER

CLR A ; CLEAR CONTENT OF ACCUMULATOR  
MOV A,P1 ; MOVE CONTENT OF P1 INTO ACCUMULATOR  
ANL P1,A    ;MASK OTHER KEYS THAN THE KEY PRESSED  
AGAIN: RRC A ; ROTATE CONTENT OF A WITH CARRY  
INC R1 ; INCREMENT THE COUNTER  
JC AGAIN ; CHECK IF CARRY BIT IS ZERO  
  
  
; TO CONTROL BUZZER AND PUT VALUES FROM LOOK UP TABLE IN 7 SEGMENT

DISPLAY

MOV A,R1  
CLR P0.1  
ACALL DELAY  
SETB P0.1  
MOVC A,@A+DPTR  
MOV P2,A  
  
;RESET THE ENTIRE SYSTEM

HERE: JB P3.3,HERE  
MOV P2,#00H  
MOV R1,#00H  
SJMP START

;TIME DELAY FOR BUZZER

DELAY:MOV R3,#42  
MOV TMOD,#01H  
MOV TCON,#10H  
DELAY1: MOV TH0,#00H  
MOV TL0,#00H  
SETB TR0  
HERE1:JNB TF0,HERE1  
CLR TR0  
CLR TF0  
DJNZ R3,DELAY1  
RET  
  
;STORE VALUES IN DPTR

ORG 0300H  
DB 00H ; TURN OFF SEVEN SEG  
DB 0F9H ; 1  
DB 24H ; 2  
DB 30H ; 3  
DB 19H ; 4  
DB 12H ; 5  
DB 02H ; 6  
DB 0F8H ; 7  
DB 0E00H ; 8  
  
END