

Display messages FIRE & HELP alternatively 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 <reg5151.h>
```

```
char *data CommW -at- 0xe803;
```

```
char *data portB -at- 0xe801; // output port for displaying mes
```

```
char *data portC -at- 0xe802; // apply clock pulse
```

```
char port [20] = {0x8e, 0xf9, 0xde, 0x86, 0xff, 0xff, 0xff, 0xff, 0x89,  
0x86, 0xc7, 0x8c}, i;
```

```
delay()
```

```
{ long u;
```

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

```
void main()
```

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

```
unsigned char k;
```

```
CommW = 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 & 0x80;
```

```
            if (k==00)
```

```
                portB = 0x00;
```

```
            else
```

```
                portB = 0x01; }
```

```
        portC = 0x01;
```

```
        portC = 0x00;
```

```
        k=m;
```

```
        k <<= 1; }
```

```
        delay();
```

```
    }
```

```
    }
```

```
while(1);
```

```
}
```