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Date: / /

1. Display msgs FIRE & HELP alternately with flickering effects on a 7-seg display interface for a suitable period of time. Ensure a flashing rate that makes it easy to read both the msgs.

```
→ #include <stdio.h>
#include <reg51.h>
char xdata CommW _at_ 0xe803;
char xdata portB _at_ 0xe801;
char xdata portC _at_ 0xe802;
char port[20] = {0x8e, 0xf9, 0xde, 0x86, 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;
            {
int if (k==00)
                port B = 0x00;
            else
                port B = 0x01;
            }
        }
        port C = 0x01;
        port C = 0x00;
        k=m;
        k<<=1;
    }
}

```

```

    delay (1);
}

```

```

} while(1);

```