LAB 13

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IBM19CS191

Q Display messages HERE and HELP alternately with flickering effects
on a 7-segment display interface for a suitable period of time. Ensure
a flashing rate that it makes it easy to read both messages.

Ans:
```c
#include <stdio.h>
#include <reg51.h>
char dataCommW _ at _ 0xe803;
char dataportB _ at _ 0xe801;
char dataportC _ at _ 0xe802;
char port[20] = { 0x8e, 0xf9, 0xde, 0x86, 0xff, 0xff, 0xff, 0xff, 0x89, 0x86, 0x8e,
                  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) {
                        port B = 0x00;
                    }
```

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```
        else {
                postB= 0x01;
            {

            postc = 0x01;
            postc = 0x00;
            K = m;
            K << = 1;
            }
        }
        delay();
        }
    }
    while(1);
}
```