

4. Display message BANGLORE in rolling fashion on a 7-segment display Interface for a suitable period of time.

Program:-

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

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

```
char xdata CommWl = 0x00; // 0x003;
```

```
char xdata portB = 0x00; // 0x001;
```

```
char xdata portC = 0x00; // 0x002;
```

```
char port [20] = {0xff, 0xff, 0xff, 0xff, 0x83, 0x88, 0xc8, 0x82,  
0x88, 0xc9, 0xc0, 0xaf, 0x86, 0x87, 0x88, 0x89};
```

```
delay ()
```

```
{
```

```
long u;
```

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

```
}
```

```
}
```

```
void main()
```

```
{
```

```
int a, b, j, m;
```

```
unsigned char k;
```

```
CommWl = 0x00;
```

```
do
```

```
{
```

```
i=0;
```

```
for (d=0; d<1; d++)
```

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

```
{ delay();
```

```
k = port [i++];
```

```
for (j=0; j<8; j++)
```

```
{
```

```
m=k;
```

```
k = k & 0x80;
```

```
{ if (k==0x00)
```

```
portB = 0x00;
```

```
else
```

```
portB = 0x01;
```

```
}
```

PortC = 0x01;

PortC = 0x00;

K = m;

K++ = 1;

}

delay();

}

while(1);

}