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Q. Display messages FIRE and HELP 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.

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


char xdata Comm W _at_ 0xe803;
char xdata portB _at_ 0xe801;
char xdata portC _at_ 0xe802;
char  port [20] = { 0x8e , 0x89, 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;
  Comm W = 0x80;
  do
{
  i=0;
for(d =0; d < 3; d++):
```

```c
{
    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;
        else
        port B = 0x01;
        }

    portC = 0x01;
    portC = 0x00;
    K=m;
    k <<=1;
    }
    }

delay ();
    }
}

while (1);
    }
```