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#include<p89v51rx2.h>

sbit sw4 = P3^2;
sbit sw3 = P3^3;
sbit sw2 = P3^4;
sbit sw1 = P3^5;
sbit buzz= P0^3;

void delay(unsigned int n){
    unsigned int i;
    unsigned int j;
    for(i=0;i<1000;i++)
    {
        for(j=0;j<=3*n;j++)
        {
        }
    }
}

void counter(unsigned int count)
{
    int i=count,j;
    while(i>=0){
        j=i;
        RD=!(j&1);
        j>>=1;
        WR=!(j&1);
        j>>=1;
        TxD =!(j&1);
        j>>=1;
        RxD=!(j&1);
        delay(10);
        i--;
    }
}

void main(void)
{
    sw1=1;
    sw2=1;
    sw3=1;
    sw4=1;
    buzz=1;
    while(1)
    {
        if(sw4==1 && sw3==1 && sw2==1 && sw1==0)
        {
            while(1)
            {
                counter(1);
                buzz=0;
                delay(2);
                buzz=1;
                if(sw1 ==0 || sw2==0 || sw3==0 || sw4==0)
                {
                    //buzz=1;
                    break;
                }
            }
        }
    }
}
```

```
};

}

}

else if(sw4==1 && sw3==1 && sw2==0 && sw1==1)
{

    while(1)
    {
        counter(3);
        buzz=0;
        delay(1);
        buzz=1;
        counter(1);
        buzz=0;
        delay(1);
        buzz=1;

        if(sw1 ==0 || sw2==0 || sw3==0 || sw4==0){
            // buzz=1;
            break;
        }
    }

}

else if(sw4==1 && sw3==1 && sw2==0 && sw1==0)
{

    while(1)
    {
        counter(7);
        buzz=0;
        delay(1);
        buzz=1;
        counter(3);
        buzz=0;
        delay(1);
        buzz=1;
        counter(1);
        buzz=0;
        delay(2);
        buzz=1;
        if(sw1 ==0 || sw2==0 || sw3==0 || sw4==0){
            // buzz=1;
            break;
        }
    }

}

else if(sw4==1 && sw3==0 && sw2==1 && sw1==1)
{
    while(1)
    {
        counter(15);
        buzz=0;
        delay(1);
        buzz=1;
        counter(7);
        buzz=0;
        delay(1);
        buzz=1;
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```
        counter(3);
        buzz=0;
        delay(1);
        buzz=1;
        counter(1);
        buzz=0;
        delay(2);
        buzz=1;
        if(sw1 ==0 || sw2==0 || sw3==0 || sw4==0){
            //    buzz=1;
            break;
        };
    }
}

else{
    continue;
}

}

}
```