

# Lab Experiment 13: DISPLAY FIRE HELP USING 7 SEGMENT DISPLAY

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

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

```
char xdata commw at 0xe803;
```

```
char xdata portb at 0xe801;
```

```
char xdata portc at 0xe803;
```

```
char port[20] = {0x8e, 0xf9, 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, i, 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++)
```

```
                {
```

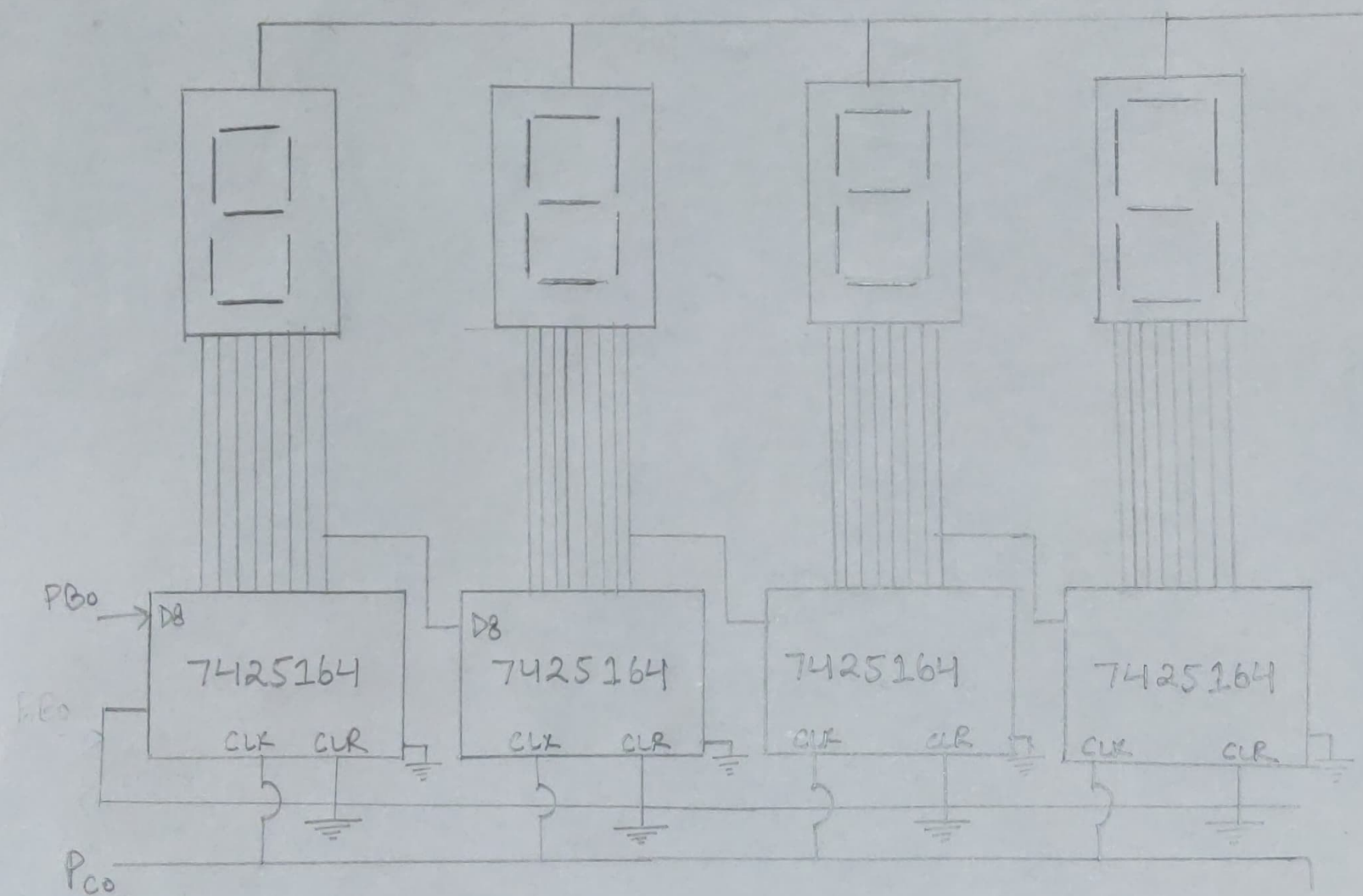
```
                    m = k;
```

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

```
                }
```

```
                if (k == 00)
```

```
                    port[b] = 0x00;
```



else

port B = 0x01;

}

port C = 0x01;

port C = 0x00;

K = m;

K <<= 1;

}

}

delay(1);

}

}

while(1);

}