include "lpc214x.h"

#include "stdint.h"

#define IO1 0x10000

#define IO2 0x20000

#define IO3 0x40000

#define IO4 0x80000

#define IOX 0xF0000

#define IOXcl 0xFFFFF

int count=0000;

unsignedintd1,d2,d3,d4;

unsigned char seg[] = {0x3f,0x06,0x5b,0x4f,0x66,0x6d,0x7d,0x07,0x7f,0x67,0x77,0x7c,0x39,0x5e,0x79,0x71,0x00};

voidinit\_gpio()

{

PINSEL0 = 0x00000000;

PINSEL1 = 0x00000000;

       PINSEL2 = 0x00000000;

IO0DIR = 0XFFFFFFFF;

IO1DIR = 0XFFFFFFFF;

}

void delay()

{

 int c = 50000;

 while(c)

   c--;

}

voidshow\_disp()

{

//Digit 1

        d1 = count & 0x000F;

      IO0CLR = IOXcl;

IO0SET = seg[d1];

IO1SET = IOX;

IO1CLR = IO1;

delay();

       IO1SET = IOX;

//Digit 2

d2 = count & 0x00F0;

d2 >>= 4;

       IO0CLR = IOXcl;

IO0SET= seg[d2];

IO1SET = IOX;

IO1CLR = IO2;

delay();

        IO1SET= IOX;

//Digit 3

d3 = count & 0x0F00;

d3 >>= 8;

        IO0CLR = IOXcl;

IO0SET= seg[d3];

IO1SET = IOX;

IO1CLR = IO3;

delay();

        IO1SET = IOX;

//Digit 4

d4 = count & 0xF000;

d4>>= 4;

        IO0CLR = IOXcl;

IO0SET = seg[d4];

IO1SET = IOX;

IO1CLR = IO4;

delay();

    IO1SET = IOX;

}

int main( void )

{

 init\_gpio();

 while(1)

 {

show\_disp();

count++;

count&= 0xFFFF;

 }

}