```c
//when switch sw1 pressed upcounter and when sw2 pressed downcounter
//TILAK POOJARY
//NNM24EE127
//7/10/25
//EXP C

#include<MicroLABlet.h>
sbit control1=P3^6;
sbit control2=P3^7;
sbit sw1=P3^4;
sbit sw2=P3^3;
sbit buzzer=P3^5;

void display(unsigned char value);
void main(main)
{
  unsigned char counter=0;
  P1=0x00;                          //set port one as output port
  sw1=1;                            //switch 1 p3.4 as input port
  sw2=1;                            //switch 2 p3.3 as input port
  while(1)
  {
    if(sw1==1|sw2==0)                //check if any one switch is pressed
    {
      break;                         //come out of loop
    }
    if(sw1==1)                       //if switch one is pressed
    {
      counter++;                      //increment counter
      if(counter>10)                 //check if counter is greater than ten
      {
        counter=0;                   // if true then set counter or reset to zero
      }
    }
    if(sw2==0)                      //check if switch two is pressed
    {
      counter--;                       //decrement the counter
      if(counter==0xFF)                //check if counter reached FF then
      {
        counter=10;                    //reset counter to 10
      }
    }

    display(counter);                   //diplay the counter values there
  }
}

void display(unsigned char value)
{
  static unsigned char
hexcode_digit[]={0x3F,0x06,0x5B,0x4F,0x66,0x6D,0x7D,0x07,0x7F,0x6F,0x77,0x7F,0x39,0x3F,0x79,0x71};
  static unsigned char higher_nibble,lower_nibble,fps;
  P1=0x00;                        //set port 1 as output port
  control1=0;                     //set control1 of segment one as output
  control2=0;                     //set control2 of segment two as output
  buzzer=0;                       //set buzzer as output
  buzzer=1;                       //turn off buzzer

  higher_nibble=value/10;            //get higher nibble
  lower_nibble=value%10;           //get lower nibble
  for(fps=0;fps<=50;fps++)
  {
    control1=1;               //dispaly one on
    control2=0;                          //display two off
    P1=hexcode_digit[higher_nibble];         //dispaly the digit
    delay(10);                            //delay
    control1=0;                          //dispaly one off
    control2=1;                           //display two on
    P1=hexcode_digit[lower_nibble];          //dispaly the digit
    delay(10);                            //delay
  }
}
```