

ORG 0000H

RESET:MOV 30H,#0H

MOV 31H,#0H

MOV 32H,#0H

MOV A,#0FFH

MOV P2,A

CLR A

START:JNB P2.0, START

JUMPT:MOV A,32H

LCALL DELAY

JB P2.1,RESET

ADD A,#1

DA A

MOV 32H,A

CJNE A,#60H,JUMPT

JB P2.1,RESET

MOV 32H,#0H

MOV A,31H

ADD A,#1

DA A

MOV 31H,A

CJNE A,#60H, JUMPT

JB P2.1,RESET

MOV 31H,0

MOV A,30H

ADD A,#1

DA A

MOV 30H,A

CJNE A,#24H,JUMPT

SJMP RESET

DELAY:

MOV R1,#0AH

J2:MOV R2,#0AH

J1:NOP

NOP

DJNZ R2,J1

DJNZ R1,J2

RET

END

MOV 33H, #0

CLR P1.3

CLR P1.7

CLR P1.6

SETB P1.5

CLR P1.4

SETB P1.2

CLR P1.2

CALL delays

SETB P1.2

CLR P1.2

SETB P1.7

SETB P1.2

CLR P1.2

CALL delays

CLR P1.7

CLR P1.6

CLR P1.5

CLR P1.4

SETB P1.2

CLR P1.2

SETB P1.6

SETB P1.5

SETB P1.2

CLR P1.2

CALL delays

CLR P1.7

CLR P1.6

CLR P1.5

CLR P1.4

SETB P1.2

CLR P1.2

SETB P1.7

SETB P1.6

SETB P1.5

SETB P1.4

SETB P1.2

CLR P1.2

CALL delays

SETB P1.3

MOV R1, #30H

repeat:

MOV A, @R1

JZ last

CALL sendtime

INC R1

JMP repeat

last:

JMP \$

sendtime:

MOV C, ACC.7

MOV P1.7, C
MOV C, ACC.6
MOV P1.6, C
MOV C, ACC.5
MOV P1.5, C
MOV C, ACC.4
MOV P1.4, C

SETB P1.2
CLR P1.2

MOV C, ACC.3
MOV P1.7, C
MOV C, ACC.2
MOV P1.6, C
MOV C, ACC.1
MOV P1.5, C
MOV C, ACC.0
MOV P1.4, C

SETB P1.2
CLR P1.2

CALL delays

delays:

MOV R0, #50
DJNZ R0, \$
RET