#incwd (stdo.h7 #incwd (reg 51.h7) Charxdata (mmW -at 0xe803; Charxdata port8 -at 0xe801; Charxdata port(-at 0xe802; Char port [20] = [0x8e, 0xt9, 0xde, 0x8e, 0xff, 0xff, 0xff, 0xff, 0x89, 0x67, 0x86], i; dulay() { long u; for (u=0; u<8000; u+1) } Void main() { int a, b, j, m; unsigned char x; CommW = 0x80; do { i=0; tor(d-0; d<3; d+1) { tor(b-0; b<4; b+t) { K=port[i+1];	i i i i i i i i i i i i i i i i i i i	7 SEGMENT DISPLAY (FIRE & HELP)
#incude (reg 51.h7 charxedata (DMMW -at - 0xe803; charxedata port8 -at - 0xe801; char redata portC -at - 0xe802; char port [20] = {0x8c, 0xf9, 0xde, 0x8c, 0xff, 0xff, 0xff, 0x89, 0x8c, 0xc7, 0x8c}, i; allay() { long u; for (u=0; u<8000; u++) } Void main() { int a,b,j, m; unsigned char x; CommW = 0x80; do { i=0; for (d=0; d<3; d++) { tor (b=0; b<4; b++) { x= port[i++];		,
Charxdata CommW -at- 0xe803; charxdata port8 -at- 0xe802; char port [20] = [0x8e, 0xt9, 0xde, 0x8e, 0xff, 0xff, 0xff, 0x89, 0xc7, 0x8c], i; allay() { long u; for (u=0; u<8000; u+1) } void main() { int d, b, j, m; unsigned char k; CommW = 0x80; do { i=0; tor (d-0; d<3; d+1) { tor (b=0; b<4; b+1) { K= port[i+1];		
char xdata port8 - at - 0xe 801; char xdata portC - at - 0xe 802; char port [20] = (0x8e, 0xfg, 0xde, 0x8e, 0xff, 0xff, 0xff, 0xff, 0x89, 0x66, 0xc7, 0x8c), i; allay() { long u; for (u=0; u<8000; u+1) } Void main() { int a, b, j, m; unsigned char k; CommW = 0x80; do { i=0; for (d-0; d<3; d+1) { tor (b=0; b<4; b+1) { K= port[i+1];		
char port [20] = [0x8e, 0x49, 0xde, 0x86, 0xff, 0xff, 0xff, 0xff, 0x89] 0x86, 0xc7, 0x8c]; i; culay() { long u; for (u=0; u<8000; u+) } void main() { int a, b, j, m; unsigned char k; CommW = 0x80; do { i=0; for (d=0; d<3; d+1) { tor (b=0; b<4; b+1) } K= port[i+1];		
0x86, 0xc7, 0x8c], i; allay() { long u; for (u=0; u<8000; u++) } Void main() { int d, b, j, m; unsigned char k; CommW = 0x80; do { i=0; for (d=0; d<3; d++) { tor (b=0; b<4; b++) { K= port[i++];		charxdata portC -at_ 0xe80z;
0x86, 0xc7, 0x8c], i; allay() { long u; for (u=0; u<8000; u++) } Void main() { int d, b, j, m; unsigned char k; CommW = 0x80; do { i=0; for (d=0; d<3; d++) { tor (b=0; b<4; b++) { K= port[i++];		char port [20] = [0x8e, 0xfg 0xde, 0x80, 0xff, 0xff, 0xff, 0xff, 0x89
dong u; for (u=0; u<8000; u++) void main() { int a, b, j, m; unsigned char k; CommW = 0x80; do { i=0; tor (d=0; d<3; d++) { tor (b=0; b<4; b++) { K=port[i++); K=port[i++); tor (b=0; b<4; b++) {		·
long u; for (u=0; u<8000; u++) Void main() { int a, b, j, m; unsigned char k; CommW = 0x80; do { i=0; for (d=0; d<3; d++) { tor (b=0; b<4; b++) { K= port[i++);		,
for (u=0; u<8000; u++) void main() { int d, b, j, m; unsigned char k; CommW = 0x80; do { i=0; for (d=0; d<3; d++) { tor (b=0; b<4; b++) { K= port[i++];		long u;
Void main() { int d, b, j, m; unsigned char k; CommW = 0x80; do { i = 0; tor(d=0; d<3; d++) { tor(b=0; b<4; b++) { K= port[i++];		U .
int d, b, j, m; unsigned char k; CommW = 0x80; do { i = 0; tor (d=0; d < 3; d++) { tor (b=0; b < 4; b++) {		}
int d, b, j, m; unsigned char k; CommW = 0x80; do { i = 0; tor (d=0; d < 3; d++) { tor (b=0; b < 4; b++) {		
unsigned char k; CommW = 0x80; do { i=0; for (d=0; d<3; d++) { tor (b=0; b<4; b++) { K= port[i++];		void main() {
CommW = 0×80 ; do { i = 0; tor (d = 0; d < 3; d + +) { tor (b = 0; b < 4; b + +) { K = port[i + +]; }		int d, b, j, m;
CommW = 0×80 ; do { i = 0; tor (d = 0; d < 3; d + +) { tor (b = 0; b < 4; b + +) {		
i=0; tor (d=0; d<3; d++) { tor (b=0; b<4; b++) { K= port[i++];		
tor (d=0; d<3; d++) { tor (b=0; b<4; b++) { K= port[i++];		do
tor (b=0; b<4; b++) { K= port[i++];		i=0;
K= port[i++];		tor (d=0; d<3; d++) {
K= port[i++];		tor (b=0; b<4; b++) }
for(j=0,j(8,j+1))		for (j=0; j<8; j++) {
$m=\kappa$		
K= K80x80;		
if (x = = 0)		if (K = = 0)
portB = 0x00;		
else		
portB = 0x01;		
port C= 0x01;		
		portc= 0x00;
μ=m ;		
K «= 1; } } delay (); }} while (1); }		