7 SEGMENT DISPLAY (FIRE & HELP)

```c
#include <stdio.h>
#include <reg 51.h>
char xdata CommW  -at-  0xe803;
char xdata  portB  -at-  0xe801;
char xdata  portC  -at-  0xe802;
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  a, b, j, 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==0)
                portB = 0x00;
             else
                portB = 0x01;
             portC= 0x01;
             portC= 0x00;
             k=m;
             k<<=1; } } delay(); }} while(1); }
```