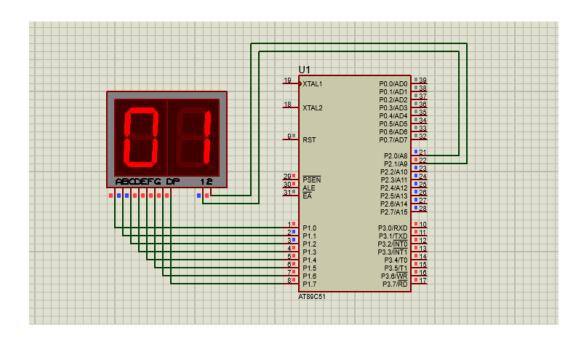


```
#include<reg51.h>
2 #include(intrins.h)
3 int flag=0;
 4
    sbit ledPort = P2;
 5
 6
    void main()
 7 □ {
                            //工作于方式1
// 中断允许
// 中断1打开
       TMOD=0\times10;
 8
 9
      EA=1:
10
      ET1=1:
      TH1=(65536-50000)/256;
11
                                    // (65536-50000)/256=60.6875
      TL1=(65536-50000)%256;
12
13
      TR1=1;
      while(1) {}
14
15
16
17 void timer1(void) interrupt 3
18 □ {
19
       unsigned char i;
       TH1=(65536-50000)/256;
20
21
22
       TL1=(65536-50000)%256;
        flag++;
23
       if (flag==20)
                           //达到1s
24
25
26
27
           i++;
flag =0;
ledPort = ~(1<<i) ;
28
           i=(i+1)\%8;
29
   }
30
31
```



```
#include<reg51.h>
  2 #include<intrins.h>
  3
      int i=0, k=0;
  4
      int decade, units;
  5 int m, n;
  6 void delay(n);
  7
  8 void displayLED (unsigned char x)
9 □ {
10 □
         unsigned char code segment[]={
         0xc0, 0xf9, 0xa4, 0xb0, 0x99, 0x92, 0x82, 0xf8, 0x80, 0x90, 0x88, 0x83, 0xc6, 0xa1, 0x86, 0x8e
 11
 12
 13
         };
14
         m=segment[x];
15 }
16
 17 void main()
 18 ₽ {
         TMOD=0x10;
 19
 20
21
22
23
         EA=1;
         ET1=1;
         TH1=(65536-50000)/256;
TL1=(65536-50000)%256;
 24
       TR1=1;
 25
 26
27 =
28
29
         while(1)
{ if (k==60)k=0;
                                           //设置模为60
                 decade=k/10; //十位
units=k%10; //个位
P1=0Xff; //先向P1口写1
 30
 31
                 displayLED (decade);
 32
                 P1=m;
 33
                 P2=0x01;
                 delay(10);
P1=0Xff;
 34
 35
 36
37
                 displayLED (units);
                 P1=m;
 38
                 P2=0x02;
 39
                 delay (10);
 40
 41
      }
     _void isr_int3(void)interrupt 3
 43
 44 □ {
         TH1=(65536-50000)/256;
TL1=(65536-50000)%256;
 45
 46
47
        i++;
if (i==20)
{
    i=0;
 48
 49 =
 51
52
53
54
              k++;
 55 void delay(n)
56 = {
57 | while(n)
58 = {
59 | while(n) {
60 | }
61 | }
           while(n) {--n;}
```

