一，间隔发亮

#include "reg52.h"

sbit led1=P1^0;

sbit led3=P1^2;

sbit led5=P1^4;

sbit led7=P1^6;

void main(void)

{

led1=0;

led3=0;

Ied5=0;

led7=0;

while(1);

}

1. 全亮

#include "reg52.h"

sbit led1=P1^0;

sbit led2=P1^1;

sbit led3=P1^2;

sbit led4=P1^3;

sbit led5=P1^4

sbit led6=P1^5;

sbit led7=P1^6;

sbit led8=P1^7;

void main(void)

{

led1=0;

Led2=0;

led3=0;

Led4=0;

Ied5=0;

Led6=0;

led7=0;

Led8=0;

while(1);

}

1. 三盏灯流水闪烁

#include<reg52.h>  
#define uint unsigned int  
#define LED P1  
void delay(unsigned int z)  
{  
unsigned int x,y;  
for(x = z;x>0;x--)  
for(y=110;y>0;y--);  
  
}  
void main()  
{  
LED = 0x1f;    //0xlf = 0001 1111  
delay(500);       
LED = 0x8f;     //0x8f = 1000 1111     
delay(500);  
LED = 0xc7;     //0xc7 = 1100 0111  
delay(500);  
LED = 0xe3;    //0xe3 = 1110 0011   
delay(500);  
LED = 0xf1;     //0xf1 = 1111 0001  
delay(500);  
LED = 0xf8;  //0xf8 = 1111 1000  
delay(500);  
LED = 0x7c;   //0x7c = 0111 1100  
delay(500);  
LED = 0x3e;  //0x3e = 0011 1110  
delay(500);  
  
}

四，一盏灯延时闪烁

#include<reg52.h>

void Delay100ms();

sbit LED1 = P2^0;

void main()

{

while(1)

{

LED1 = 0;

Delay100ms();

LED1 = 1;

Delay100ms();

}

}

void Delay100ms() //@11.0592MHz

{

unsigned char i, j, k;

i = 5;

j = 52;

k = 195;

do

{

do

{

while (--k);

} while (--j);

} while (--i);

}

五，点亮一盏led灯

#include "reg52.h"

sbit led1=P1^0;

void main(void)

{

led1=0;

while(1);

}