ORG 0

START: SETB P3.5 ;??P3.5???

MOV DPTR,#TABLE ;???????

MOV TMOD,#55H ;??????

SETB TR1 ;??????

LOOP: MOV TL1,#0 ;?????

0

MOV TH1,#0 ;?????

0

CALL DELAY ;??(10ms????)

MOV A,TL1 ;???????

A

MOV B,#10 ;??????

DIV AB

MOVC A,@A+DPTR ;?????????

MOV P0,A ;?????

JMP LOOP ;??

DELAY1S:

MOVR1,#20

LOOP:

MOV TH0,#(65536-46080)/256 ;???????

MOV TL0,#(65536-46080) MOD 256

SETB TR0 ;???????

JNB TF0,$ ;???????

CLR TR0 ;?????

CLR TF0 ;??????

DJNZ R1,LOOP ;????

RET

TABLE: ;???????

DB 3FH, 06H, 5BH, 4FH, 66H;

DB 6DH, 7CH, 07H, 7FH, 67H;

END

#include <REGX51.H>

// ---------------------???????---------------------

code char SEG\_table[]={ 0x3f,0x06,0x5b,0x4f,0x66,

0x6d,0x7c,0x07,0x7f,0x67};

// ---------------------?????---------------------

void Timer\_Delay\_1s(void);

// ---------------------?????---------------------

main(void)

{

char xi=0; //?????

TMOD=0x11; //Timer0 ???mode1,16bit

while(1) //????

{

P0=SEG\_table[xi]; //????????

xi++; //????1

Timer\_Delay\_1s(); //???????

if(xi>9) xi=0; //???????9??0

}

}

// ---------------------?????---------------------

#define T0Val (65536-46080)

//Tsys=12/Fosc=12/11.0592MHz=1.085069444us

//??Timer? = 50ms/Tsys = 46080

void Timer\_Delay\_1s(void)

{

char i;

for(i=20;i>0;i--) //???20?50ms=1s

{

TH0=T0Val/256; //?????

TL0=T0Val%256;

TR0=1; //???????

while(TF0==0); //?????????

TR0=0; //?????

TF0=0; //??????

}

}