LED EQU P0

ORG 00H

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

MOV SCON,#50H

MOV TMOD,#20H

MOV TH1,#(256-(28800/9600))

MOV TL1,#(256-(28800/9600))

SETB TR1

Loop:

JNB RI, $

CLR RI

MOV R0, SBUF

MOV SBUF, R0

JNB TI,$

CLR TI

JNB RI, $

CLR RI

MOV R1, SBUF

MOV SBUF, R1

JNB TI,$

CLR TI

JNB RI, $

CLR RI

MOV R2, SBUF

MOV SBUF, R2

JNB TI,$

CLR TI

JNB RI, $

CLR RI

MOV R3, SBUF

MOV SBUF, R3

JNB TI,$

CLR TI

CJNE R0, #0x61,NOT\_EQUAL

CJNE R1,#0x62,NOT\_EQUAL

CJNE R2,#0x63,NOT\_EQUAL

MOV A,R3

SUBB A, #0x30

MOVC A,@ A+DPTR

MOV LED,A

JMP Loop

NOT\_EQUAL:

MOV A,3FH

MOV LED,A

JMP Loop

TABLE:

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

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

END

#include <REGX51.H>

#define LED P0

void main(void)

{

char i;

char an[]={'A','B','C'};

LED=0;

SCON=0X50;

TMOD=0X20;

TH1=(256-(28800/9600)) ;

TL1=(256-(28800/9600)) ;

TR1 =1;

while(1)

{

for(i=0;i<3;i++)

{

while(RI==0);

RI=0;

if(SBUF!=an[i])

break;

}

if(i==3){

while(RI==0);

RI=0;

LED=SBUF;

}

}

}