Seven-segment display

ORG 0

START: MOV R0,#16 ;???????

MOV DPTR,#TABLE1 ;DPTR??????

LOOP: MOV A,R0

MOVC A,@A+DPTR

MOV P0,A ;?A???P0

DEC R0 ;??(?1)

CALL DELAY ;???????

CJNE R0,#0,LOOP ;??R0????10

JMP START

DELAY: MOV R5,#1

DLOOP:MOV R6,#200

DLOOP2: MOV R7,#230

DJNZ R7,$

DJNZ R6,DLOOP2

DJNZ R5,DLOOP

RET

TABLE1: DB 00111111B;

DB 00000110B;

DB 01011011B;

DB 01001111B;

DB 01100110B;

DB 01101101B;

DB 01111100B;

DB 00000111B;

DB 01111111B;

DB 01100111B;

DB 01110111B;

DB 01111100B;

DB 00111001B;

DB 01011110B;

DB 01111001B;

DB 01110001B;

END

C language

#include <REGX51.H>

void Delay\_ms(int);

char SEG\_table[]={0x3f,0x06,0x5b,0x4f,0x66, //0~4

0x6d,0x7c,0x07,0x7f,0x67}; //5~9 .gfedcba

main(void)

{

char i=0;

while(1)

{

if(i>=10) i=0;

P0=SEG\_table[i];

Delay\_ms(500);

i=i+1;

}

}

void Delay\_ms(int tx)

{

char ti;

while(tx--) for(ti=0;ti<101;ti++);

}