ㄉ

#include <REGX51.H>

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

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

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

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

void Delay\_ms(int);

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

main(void)

{

unsigned int xi=0; //????????

P3\_5=1; //??P3.5???

TMOD=0x55; //??T1??1,16bit ????

TR1=1; //??????

while(1) //????

{

TL1=0x00; //?????

0

TH1=0x00; //?????

0

Delay\_ms(10); //??(10ms????)

xi=TL1; //???????xi

xi=xi/10; //??????

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

}

}

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

void Delay\_ms(int tx)

{

char ti;

while(tx--)

for(ti=0;ti<101;ti++);

}