Marquee

ORG 0

START: MOV A,#00000001B ;?????

LOOP: MOV P0,A ;?A???P0

RL A ;??????

CALL DELAY ;??0.5?

JMP LOOP

DELAY: MOV R5,#5 ;?????

DL1: MOV R6,#200

DL2: MOV R7,#230

DJNZ R7,$

DJNZ R6,DL2

DJNZ R5,DL1

RET

END

C language

#include <REGX51.H>

void Delay\_ms(int tx) //?????

{

char ti;

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

}

main(void)

{

P0 = 0x01; //?????

while(1)

{

char P0\_MSB = P0>>7; //??MSB

Delay\_ms(500); //?? 0.5

?

P0 <<= 1; //?????

P0 |= P0\_MSB; //????MSB

?LSB

}

}