Display messages FIRE & HELP alternately with flickering effects on a 4-segment display interface for a suitable period of time. Encode a flashing rate that makes it easy to read both the messages.

```
#include <stdio.h>
#include <reg51.h>
char xdata commW@ _at_ 0xe803;
char xdata portB _at_ 0xe801; //output port for displaying message
char xdata portC _at_ 0xe802; // apply clock pulse
char port[20]={0x8e, 0xf9, 0xde, 0x86, 0xff, 0xff, 0xff, 0xff,
 0x89, 0x86, 0xc7, 0x8c}, i;
 delay()
{
 long u;
 for(u=0; u<8000 ; u++); }
void main()
{
 int d,b,j,m;
 unsigned char k;
 commW= 0x80;
do{
  i=0;
  for(d=0; d<3 ;d++) {
   for (b=0; b<4; b++)
    {
      k= port[i++];
    for (j=0; j<8; j++)
     {
      m=k;
      K= k & 0x80;
     {
       if (k==00)
      portB=0x00;
```

```
else
portB=0xD1;}
 portC= 0xD1;
 portC = 0xDD;
  k=m;
  k<<=1;}}
 delay();
 }
 }
while(1);
}
```