

BANGALORE in rolling fashion on a 7-segment display

```
#include <stdio.h>
```

```
#include <reg51.h>
```

```
char xdata commW -at -0xe803;
```

```
char xdata portB -at -0xe801;
```

```
char xdata portC -at -0xe802;
```

```
char port[20] = {0xf, 0xf, 0xf, 0xf, 0x83, 0x80, 0xc8, 0x32, 0x88, 0x10, 0xaf, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80, 0x80};
```

```
delay(1);
```

```
{  
    long v;
```

```
    for(u=0; u<4000; u++)
```

```
    }
```

```
void main()
```

```
{
```

```
    int d, b, i, m;
```

```
    unsigned char k;
```

```
    commW = 0x80;
```

```
    do
```

```
    {
```

```
        i = 0;
```

```
        for(d=0; d<1; d++)
```

```
        {
```

```
            for(b=13; b>0; b--)
```

```
            {
```

```
                delay(1);
```

```
                k = port[i++];
```

```
                for(i=0; i<8; i++)
```

```
                {
```

```
                    m = k;
```

```
                    k = k << 0x80;
```

```
if (k == 00)
```

```
    port B = 0x00;
```

```
    else
```

```
        Port B = 0x01;
```

```
    y
```

```
    port C = 0x01;
```

```
    port C = 0x00;
```

```
    k = m;
```

```
    k <= 1;
```

```
    y
```

```
    y
```

```
    delay (1);
```

```
    y
```

```
    y
```

```
    while (1);
```

```
    y
```