Program - 3

Display messages FIRE and HELP alternately with flickering effects on a 7- segment display interface for a suitable period of time. Ensure a flashing rate that makes it easy to read both the messages.

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

charxdata CommW _at_ 0x e803;
char x data port B _at_ Oxe801;
charxdataportC _at_ 0xe802;
char port [20] = {0x8e, 0xf9, 0xde, 0x86, 0xff,
                   0xff, 0xff, 0xff, 0x89, 0x86,
                   0x c7, 0x8c}, c;

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)
                port B = 0x00;
                else
                port B = 0x01;
            }

            port C = 0x01;
            port C = 0x00;
            K = m;
            K <<= 1;
        }
    }
    delay ();
}
}
while (1);
}
```