

## LAB-4

Display messages BANGLORE in rolling fashion on a 7-segment display interface for a suitable period of time.

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


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

```
char xdata CommW at 0xe803;
```

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

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

```
char port [20] = {0xff, 0xff, 0xff, 0xff, 0x83, 0x88, 0xc8, 0x82,  
                  0x88, 0xc7, 0xc0, 0xaf, 0x86}, i;
```

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URBAN  
EDGE

```
delay C)
{
long u;
for (u=0; u<4000; u++);
}
void main C)
{
int d, b, j, m;
unsigned char k;
Commw = 0x80;
do
{
i = 0;
for (d=0; d<1; d++)
{
for (b=13; b>0; b--)
{
delay C);
k = port [i++];
for (j=0; j<8; j++)
{
m = k;
k = k & 0x80;
}
if (k == 00)
portB = 0x00;
else
portB = 0x01;
}
portC = 0x01;
portC = 0x00;
k = m;
}
```

```
K <= 1;
```

```
}
```

```
}
```

```
delay (1);
```

```
}
```

```
}
```

```
while (1);
```

```
}
```