URBAN
EDGE

LAB-3

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>
Char xdata CommW at 0x803;
Char xdata portB at 0xe801;
Char xdata portc at 0xe802;
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
port B = 0x01;
}
portC = 0x01;
portC = 0x00;
k=m;
k <<= 1;
}
}
delay ();
}
}
while (1);
}
```

PRO

74 L5164
DA
CLK CLR 4.5

74L5164
DA
CLK CLR 4.5

74L5164
DA
CLK CLR 4.5

7HL5164
DA
CLK CLR 4.5

P C o