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

→
```c
#include <stdio.h>
#include <reg 51.h>
char xdata commW _ at _ 0xe 803;
char xdata port B _ at _ 0xe 8D1;
char xdata port C _ at _ 0xe 8D2;
char port[20] = {0x8e, 0xf9, 0xde, 0x86,
                 0xff, 0xff, 0xff, 0x89,
                 0x86, 0xc7, 0x8c};
delay()
{
long u;
for(u=0; u<8000; u++)
}
void main()
{
int d, b, j, m;
unsigned char k;
commW = 0x80;
do
{
j=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);
```