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IBMPCSI80

classmate

Date _____

Page _____

Display 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 mgs.

```
→ #include <stdio.h>
#include <reg51.h>
char xdata Commw = at - 0xe803;
char xdata portB = at - 0xe801;
char xdata portC = at - 0xe802;
char port[20] = { 0x8e, 0xf9, 0xdc, 0x86,
                  0xff, 0xff, 0xff, 0x89, 0x86, 0x83,
                  0x8e };
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++)
```

Q.

K = ports[1++];

for (j = 0; j < 8; j++)

{

m = R;

R = R & 0x80;

{

if (R == 00)

port B = 0x00;

else

port B = 0x01;

{

port C = 0x01;

port C = 0x00;

K = m;

K <= 1;

{

delay();

{

{ while (1);

