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### 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

```
#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, 0xde, 0x86, 0xff, 0xff, 0xff,  
0xff, 0x89, 0x86, 0xc7, 0x8c}, i;
```

```
delay()
```

```
{
```

```
    unsigned int u;
```

```
    for (u=0; u<8000; u++);
```

```
}
```

```
void main()
```

```
{
```

```
    char portB, portC;
```

```
    int d, b, j, m;
```

```
    unsigned char k;
```

```
    CommW = 0x80;
```

```
    do
```

```
    {
```

```
        u=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

portB = 0x01;

}

portC = 0x01;

portC = 0x00;

K = m;

K <<= 1;

}

}

delay(1);

}

}

while(1);

}

