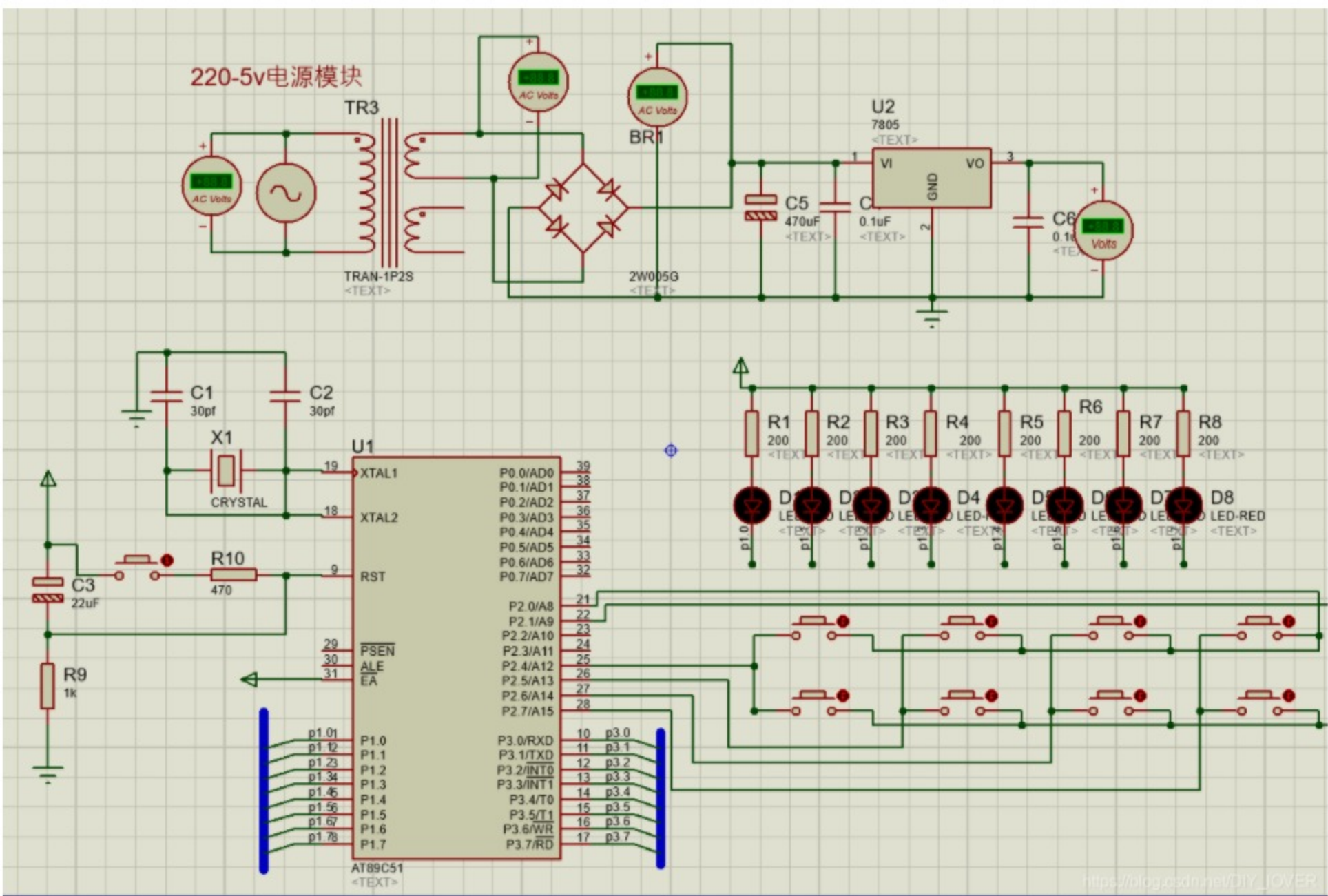




```
1  #include <reg52.h>
2  sbit LED1 = P1 ^ 0;
3  sbit LED2 = P1 ^ 1;
4  sbit LED3 = P1 ^ 2;
5  sbit LED4 = P1 ^ 3;
6  sbit LED5 = P1 ^ 4;
7  sbit LED6 = P1 ^ 5;
8  sbit LED7 = P1 ^ 6;
9  sbit LED8 = P1 ^ 7;
10
11 sbit P24 = P2 ^ 4;
12 sbit P25 = P2 ^ 5;
13 sbit P26 = P2 ^ 6;
14 sbit P27 = P2 ^ 7;
15 void delay_ms( unsigned int );
16
17
18 void main( void )
19 {
20     while ( 1 )
21     {
22         P2 = 0xfe;
23         if ( P24 == 0 )
24         {
25             LED1 = !LED1; delay_ms( 500 );
26         }else if ( P25 == 0 )
27         {
28             LED2 = !LED2; delay_ms( 500 );
29         }else if ( P26 == 0 )
30         {
31             LED3 = !LED3; delay_ms( 500 );
32         }else if ( P27 == 0 )
33         {
34             LED4 = !LED4; delay_ms( 500 );
35         }
36         P2 = 0xfd;
37         if ( P24 == 0 )
38         {
39             LED5 = !LED5; delay_ms( 500 );
```

- 程序 (核心文件)
- 仿真 (核心文件)
- 开发资料
- 软件教程
- 1.使用者必读.doc
- 2.protues破解安装教程.doc
- 3.protues如何导入hex (重要) .docx
- 4.用8.0以上版本打开低版本仿真.docx
- 仿真.png
- 论文降重秘籍.pdf
- 原理图.pdf