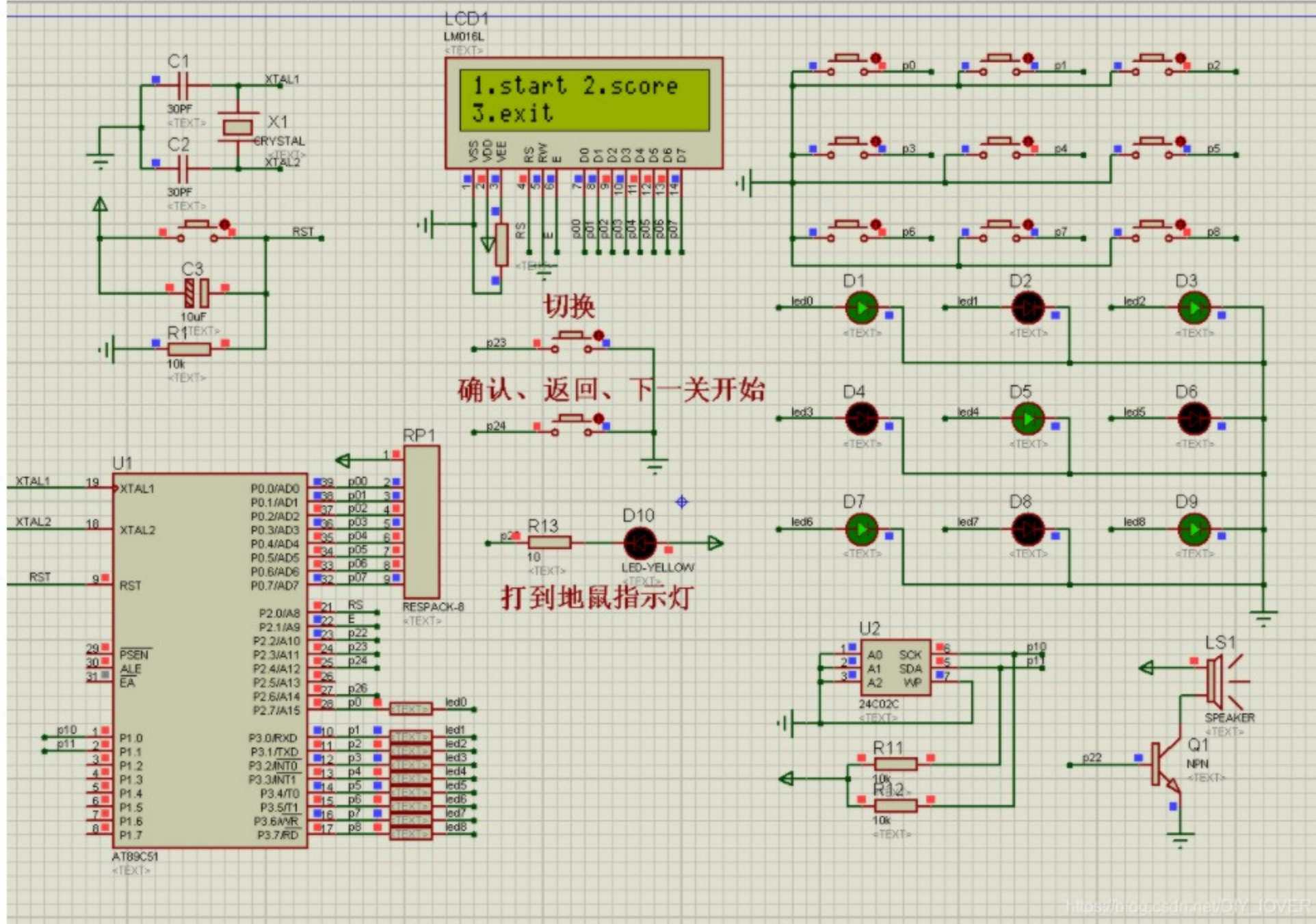




```
1 #include<reg52.h>
2 #include<stdlib.h>
3 sbit RS=P2^0;
4 sbit EN=P2^1;
5 sbit Speak=P2^2;
6 sbit button1=P2^3; // 选择模式键
7 sbit button2=P2^4; // 确认键、返回键、暂停键、下一关开始键
8 sbit Buzzer=P2^6;
9 sbit hole1=P2^7; //1号洞
10 sbit SDA=P1^1; //24c02数据线
11 sbit SCL=P1^0; //24c02时钟线
12 unsigned char Count; //Play_Song使用
13 unsigned char i,j;
14 unsigned char temp; //随机数种子
15 unsigned char result; //随机数临时变量
16 unsigned char score; //保存临时分数
17 unsigned char tempname[2]; //保存临时分数的名字
18 unsigned char time; //保存时间(30秒倒计时)
19 unsigned char num; //1秒钟判断变量
20 unsigned char flag1; //1标识得分, Led全灭, 不进行scankey操作
21 unsigned char flag2; //1标识得分Buzzer响方式1
22 unsigned char flag3; //1标识地鼠出洞时间到, 开始新一轮地鼠出洞
23 unsigned char flag4; //1标识关卡时间到
24 unsigned char flag5; //1标志暂停
25 unsigned char level; //关卡等级
26 unsigned char holenum; //保存随机生成的洞号
27 unsigned char topscore[3]={0}; //保存3个最高分
28 unsigned char name[3][2]={"AA","BB","CC"}; //保存3个最高分名字
29 unsigned char code hole[]={0x00,0x00,0x01,0x02,0x04,0x08,0x10,0x20,0x40,0x80}; //P3口控制的洞
30 unsigned char code str1[]={"Welcome!"}; //欢迎标语
31 unsigned char code str2[]={"1.start 2.score"};
32 unsigned char code str3[]={"3.exit"};
33 unsigned char code str4[]={"See You! "}; //exit界面
34 unsigned char code str5[]={"Ready?"};
35 unsigned char code str6[]={"GO!"};
36 unsigned char code str7[]={"Your Soccer: "}; //查看分数
37 unsigned char code str8[]={"Time: Score: "};
38 unsigned char code str9[]={" Team: SONGE "}; //队名
39 unsigned char code str10[]={"Game Over!"};
40 unsigned char code str11[]={"You Win! GO?"};
41 unsigned char code str12[]={"You Lose!"};
42 unsigned char code str13[]={"top1:"};
43 unsigned char code str14[]={"Congratulations"};
44 unsigned char code str15[]={"hole: level:"};
45 unsigned char code str16[]={"top2:"};
46 unsigned char code str17[]={"top3:"};
47 unsigned char code str18[]={"Your Name:"}; //记录姓名
```