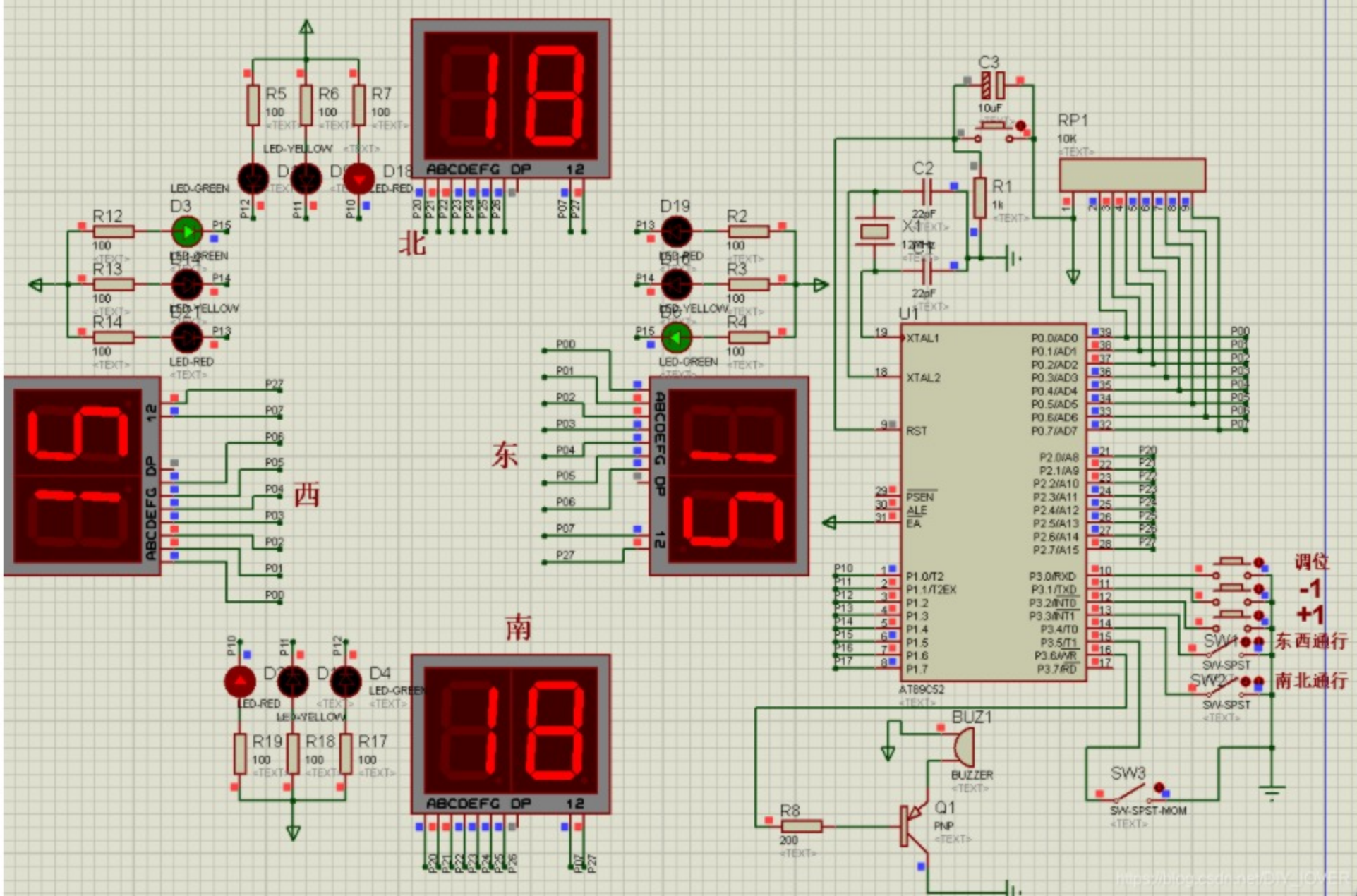




```
1 #include<reg51.h>
2 #define uchar unsigned char
3 #define uint unsigned int
4 sbit sw1=P3^0;
5 sbit sw2=P3^1;
6 sbit sw3=P3^2;
7 sbit key_ew=P3^3;
8 sbit key_sn=P3^4;
9 sbit key0=P3^5;
10 sbit BB=P3^6;
11 uchar TH,TL;
12 uchar SN=23,EW=20,NN=56;
13 uint tt,ii,jj,kk,GG;
14 uchar code DisCode[]
15 = {0x3f,0x06,0x5b,0x4f,0x66,0x6d,0x7d,0x07,0x7f,0x6f};
16 uchar Disbuff0[2];
17 uchar Disbuff1[2];
18 void Delay(uint x)//MS延时
19 {
20     uchar i;
21     while(x--)for(i=0;i<123;i++);
22 }
23 void init()
24 {
25     TMOD=0x01;
26     TH=(65536-4000)/256;
27     TL=(65536-4000)%256;
28     TH0=TH;
29     TL0=TL;
30     EA=1;
31     ET0=1;
32     TR0=1;
33 }
34 void fenli0()
35 {
36     Disbuff0[0]=SN/10;
37     Disbuff0[1]=SN%10;
38 }
39 void fenli1()
40 {
41     Disbuff1[0]=EW/10;
42     Disbuff1[1]=EW%10;
43 }
44 void Display()
45 {
46     uchar ii;
47     if(ii==0)
48     {
49         P0=0x80;
50     }
```

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 - 开发资料
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 - 注意事项
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