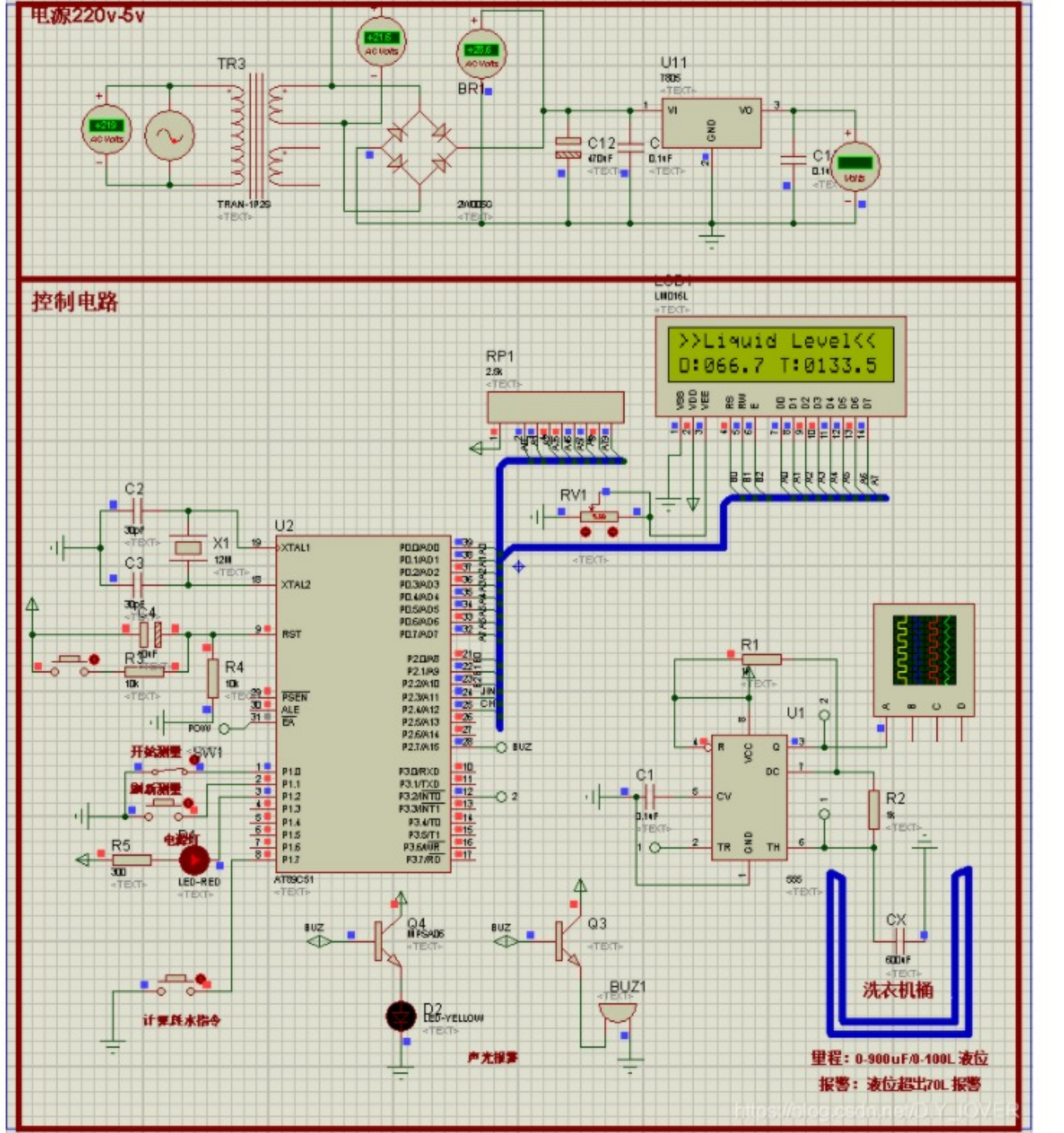




```
1  /*      预处理区      */
2  #include <reg52.h>
3  #include <math.h>
4
5  /* 宏定义 */
6  #define uchar unsigned char
7  #define uint unsigned int
8  #define N 10
9
10 /*      数组常量定义      */
11 uchar code row1[] = ">>Liquid Level<<";
12 uchar code row2[] = { "0123456789" };
13 uchar code tip_1[] = "Please lini cap";
14 uchar code tip_2[] = "then push'start'";
15 /* 位定义 */
16 sbit lcd_rs = P2 ^ 0;
17 sbit lcd_rw = P2 ^ 1;
18 sbit lcd_en = P2 ^ 2;
19 sbit show = P1 ^ 0;
20 sbit clear = P1 ^ 1;
21 sbit add = P1 ^ 7;
22 sbit led = P1 ^ 2;
23 sbit JIN = P2 ^ 3;
24 sbit CHU = P2 ^ 4;
25 sbit alerm = P2 ^ 7;
26 /* 变量定义 */
27 uint flag = 0;
28 double count = 0;
29 double final = 0;
30 double cx = 0,total = 0;
31 uint w1, w2, w3, w4, i;
32 uint z1,z2,z3,z4,z5;
33
34 /* 自定义函数声明 */
35 void init();
```

- 程序文件【核心】
- 仿真文件【核心】
- 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
- 彩色原理图.pdf
- 仿真截图.png
- 黑白原理图.pdf
- 论文降重秘籍.pdf
- 元器件清单.CSV