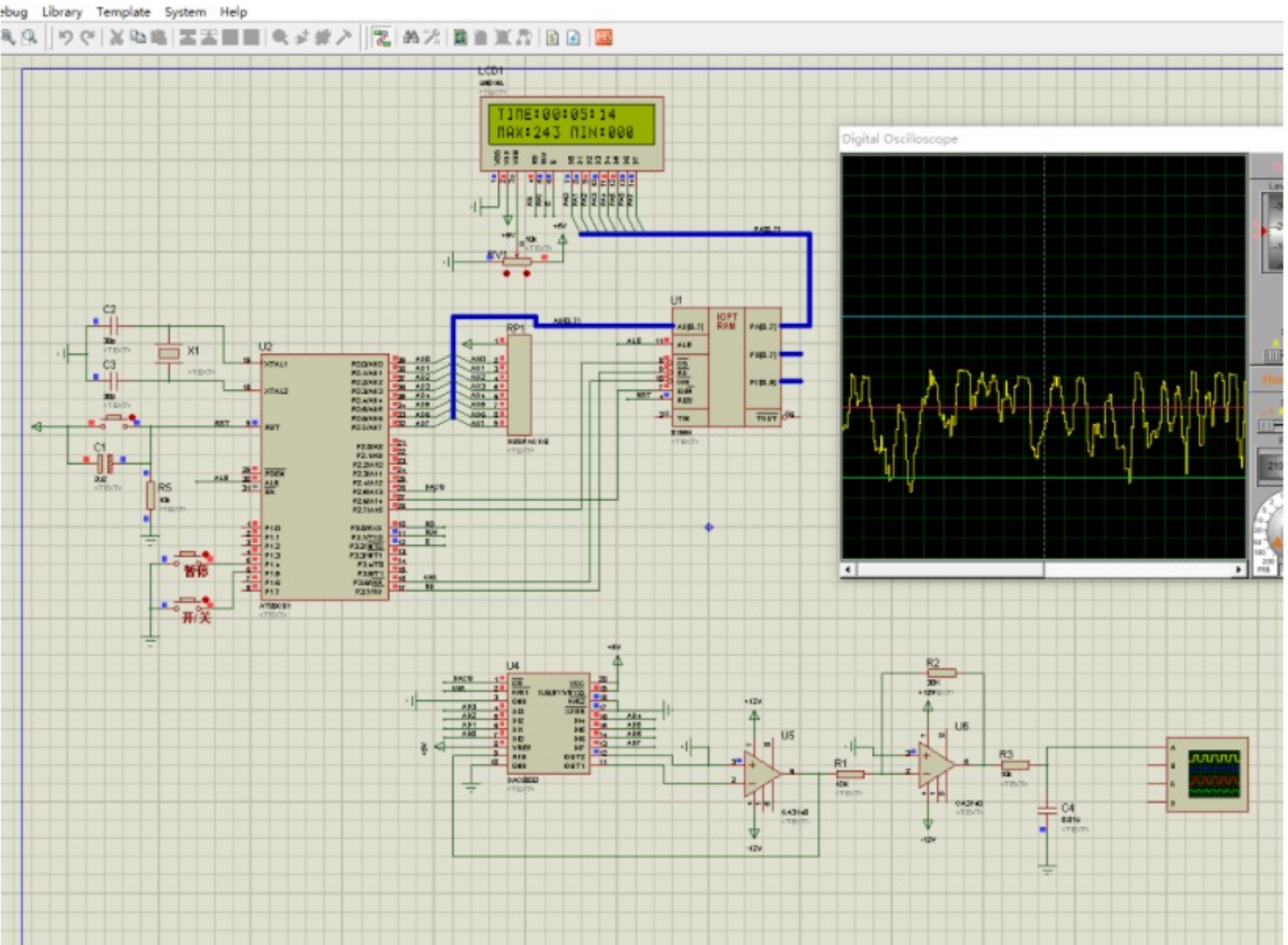




```
1 #include<reg52.h>
2 #include<absacc.h>
3
4 /*****宏定义*****/
5
6 #define uint unsigned int
7 #define uchar unsigned char
8
9 /*****定义8155地址*****/
10
11 #define COM8155 XBYTE[0X7FF8] //8155的命令口
12 #define PA8155 XBYTE[0X7FF9] //8155的PA
13 #define PB8155 XBYTE[0X7FFA] //8155的PB
14 #define PC8155 XBYTE[0X7FFB] //8155的PC
15 #define DAC XBYTE[0XDFFF] //D/A端口地址
16
17 uchar code InitialCode[]={0xfe,0xfd,0xfb,0xf7};
18
19 sbit RS=P3^0;
20 sbit RW=P3^1;
21 sbit EN=P3^2; //键盘码值
22 /*****键盘引脚定义*****/
23
24 sbit key1=P1^4; //key1
25 sbit key2=P1^5; //key2
```