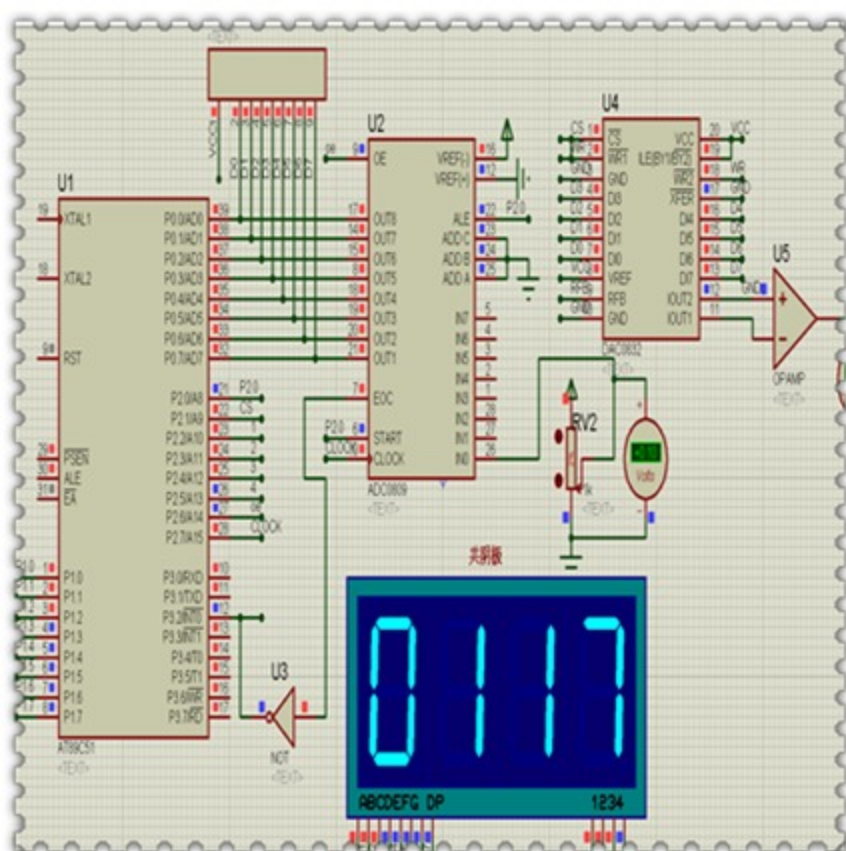




```

1  #include<reg51.h>
2
3  #define uint unsigned int
4  #define uchar unsigned char
5  uchar code7[]={0x3F,0x06,0x5B,0x4F,0x66,0x6D,0x7D,0x07,0x7F,0x6F};
6  uint temp=0;
7  uchar wela=1;
8  sbit start=P2^0;
9  sbit oe=P2^6;
10 sbit clock=P2^7;
11
12 uint TH,TL;
13
14 sbit wela1=P2^2;
15 sbit wela2=P2^3;
16 sbit wela3=P2^4;
17 sbit wela4=P2^5;
18
19 void wel()
20 {
21     switch(wela)
22     {
23         case 1:wela4=wela3=wela2=1;
24             P1=code7[temp/1000];wela1=0;break;
25         case 2: wela1=wela3=wela4=1;
26             P1=code7[temp/100%10];wela2=0;break;
27         case 3: wela2=wela1=wela4=1;
28             P1=code7[temp/10%10];wela3=0;break;
29         case 4: wela3=wela2=wela1=1;
30             P1=code7[temp%10];wela4=0; break;
31     }
32 }
33 }
34 void disp()

```



程序 (核心文件)



仿真 (核心文件)



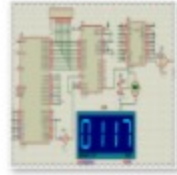
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