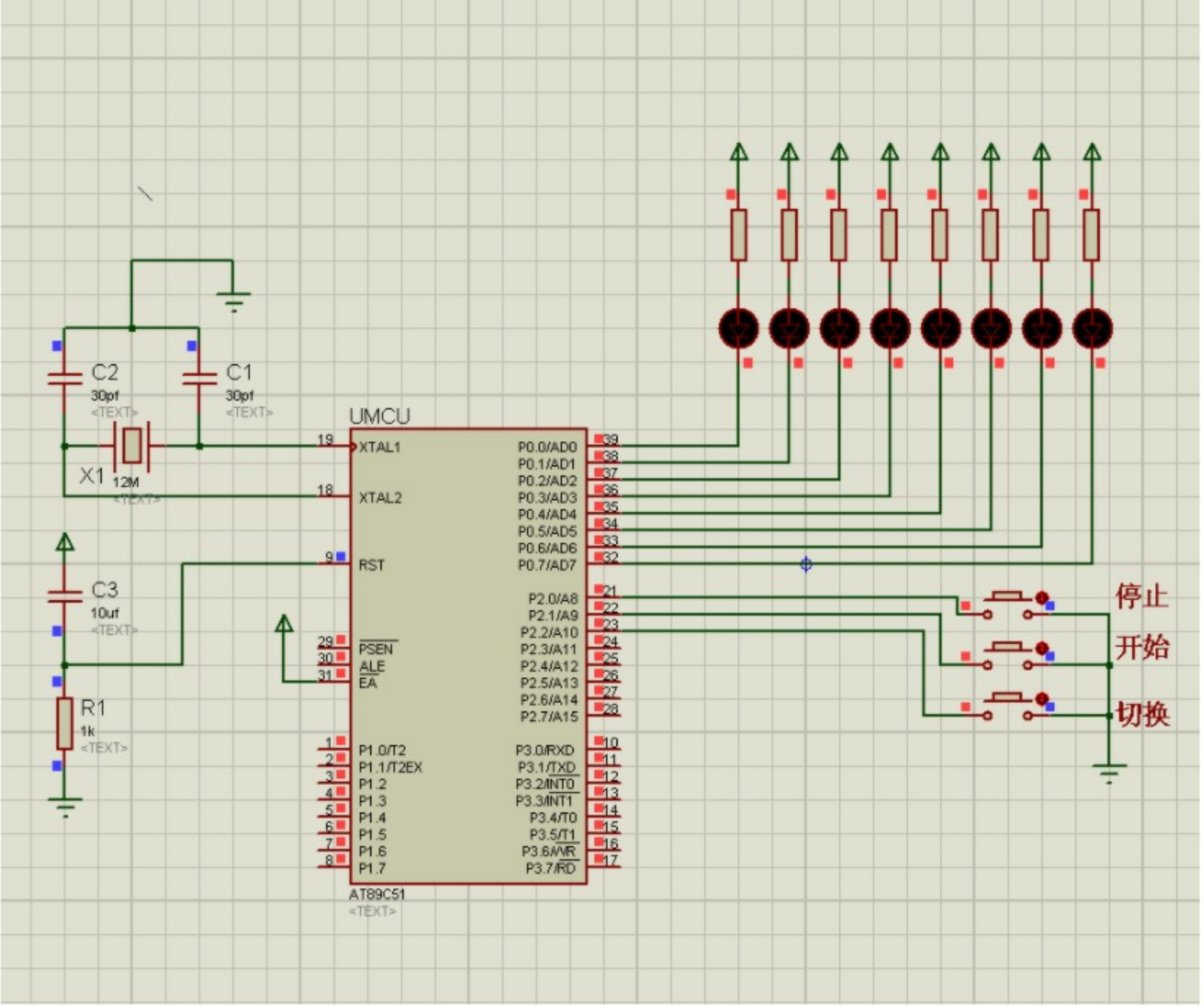




```
1  #include <reg52.h>
2  #include <intrins.h>
3  #define uchar  unsigned char
4  #define uint   unsigned int
5  //延时函数ms
6  void _delay_ms(uint i)
7  {
8      uchar j;
9      for(;i>0;i--)for(j=0;j<120;j++);
10 }
11 //模式变量数组
12 uchar  mo1[]={0x00,0xff};
13 uchar  mo2[]={0x01,0x00,0x02,0x00,0x04,0x00,0x08,0x00,0x10,0x00,0x20,0x00,0x40,0x00,0x80,0x00};
14 uchar  mo3[]={0x01,0x02,0x04,0x08,0x10,0x20,0x40,0x80};
15 uchar  mo4[]={0x03,0x0c,0x30,0xc0};
16 uchar  mo5[]={0x0f,0x00};
17 uchar  mo6[]={0x01,0x03,0x07,0x0f,0x1f,0x3f,0x7f,0xff};
18 uchar  mo7[]={0x80,0xc0,0xe0,0xf0,0xf8,0xfc,0xfe,0xff};
19 uchar  mo8[]={0x81,0x42,0x24,0x18};
20 uchar  mo9[]={0x18,0x24,0x42,0x81};
21 //按键停止
22 sbit key1=P2^0;
23 //按键开始
24 sbit key2=P2^1;
25 //按键切换
26 sbit key3=P2^2;
27 //运行变量
28 uchar run;
29 //变量
30 uchar bz=0;
31 //计时变量
32 uint jishu1=0;
33 //不同模式状态
```