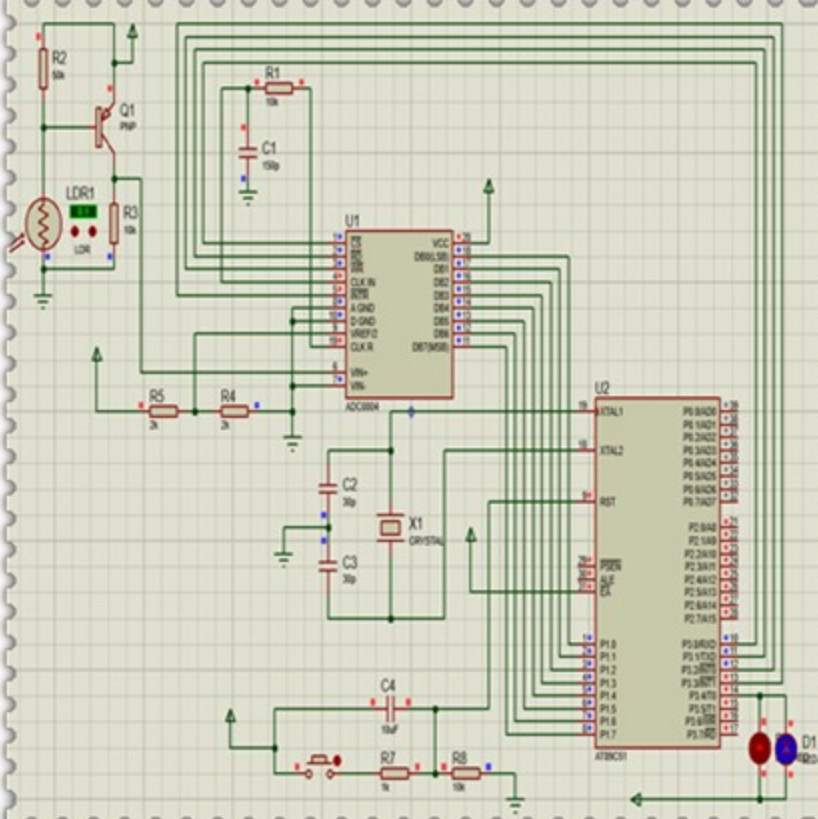




```

1  #include<reg51.h>
2  #define uchar unsigned char
3  #define uint unsigned int
4  sbit cs = P3^0;
5  sbit rd = P3^1;
6  sbit rw = P3^2;
7  sbit output = P3^4;
8  uchar temp;
9
10 void delay(uint xms) {
11     uint t1, t2;
12     for (t1 = 0; t1 < xms; t1++)
13         for (t2 = 0; t2 < 110; t2++);
14 }
15
16 void main() {
17     cs = 0;
18     rd = 0;
19     delay(40);

```

