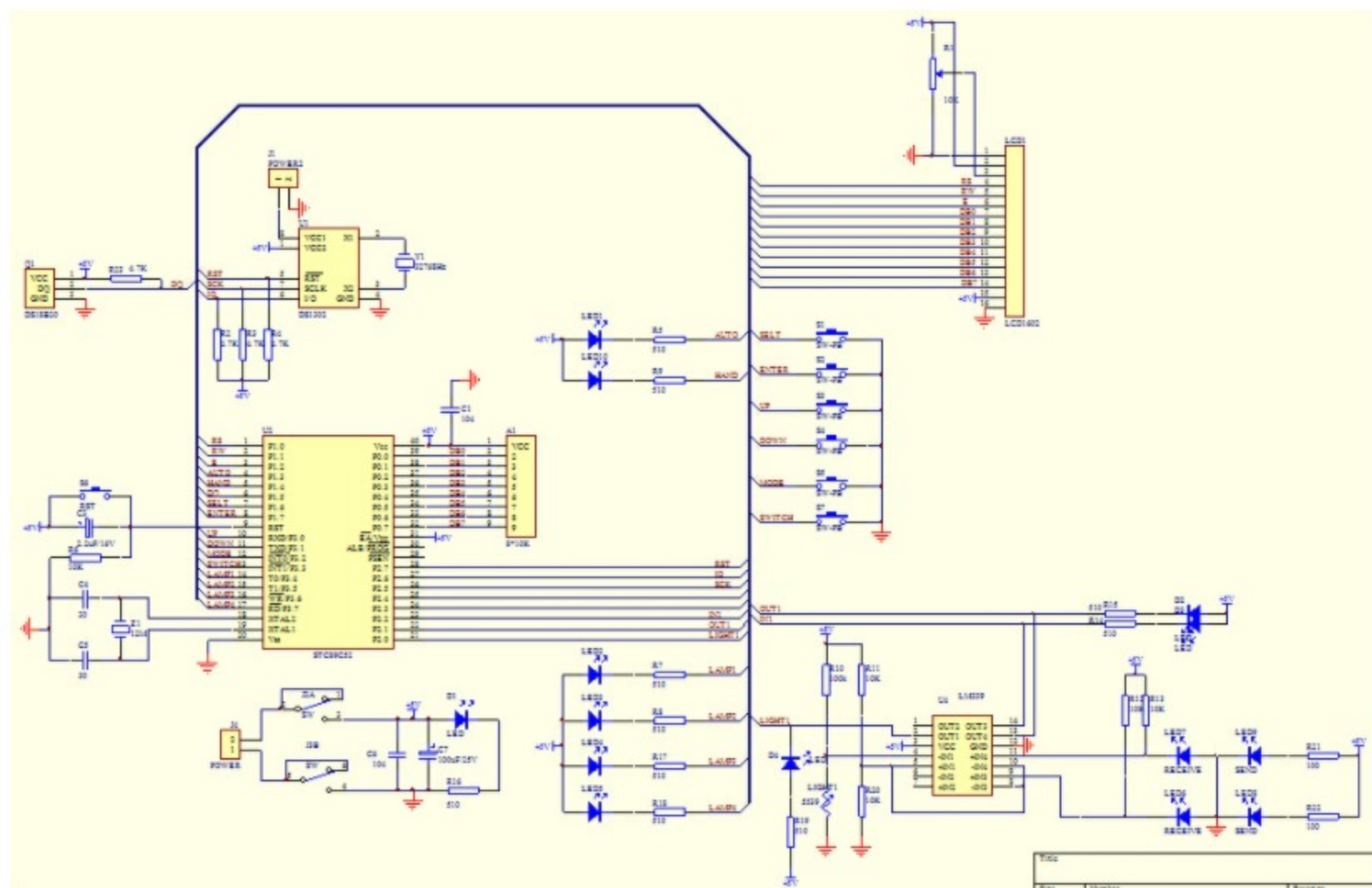
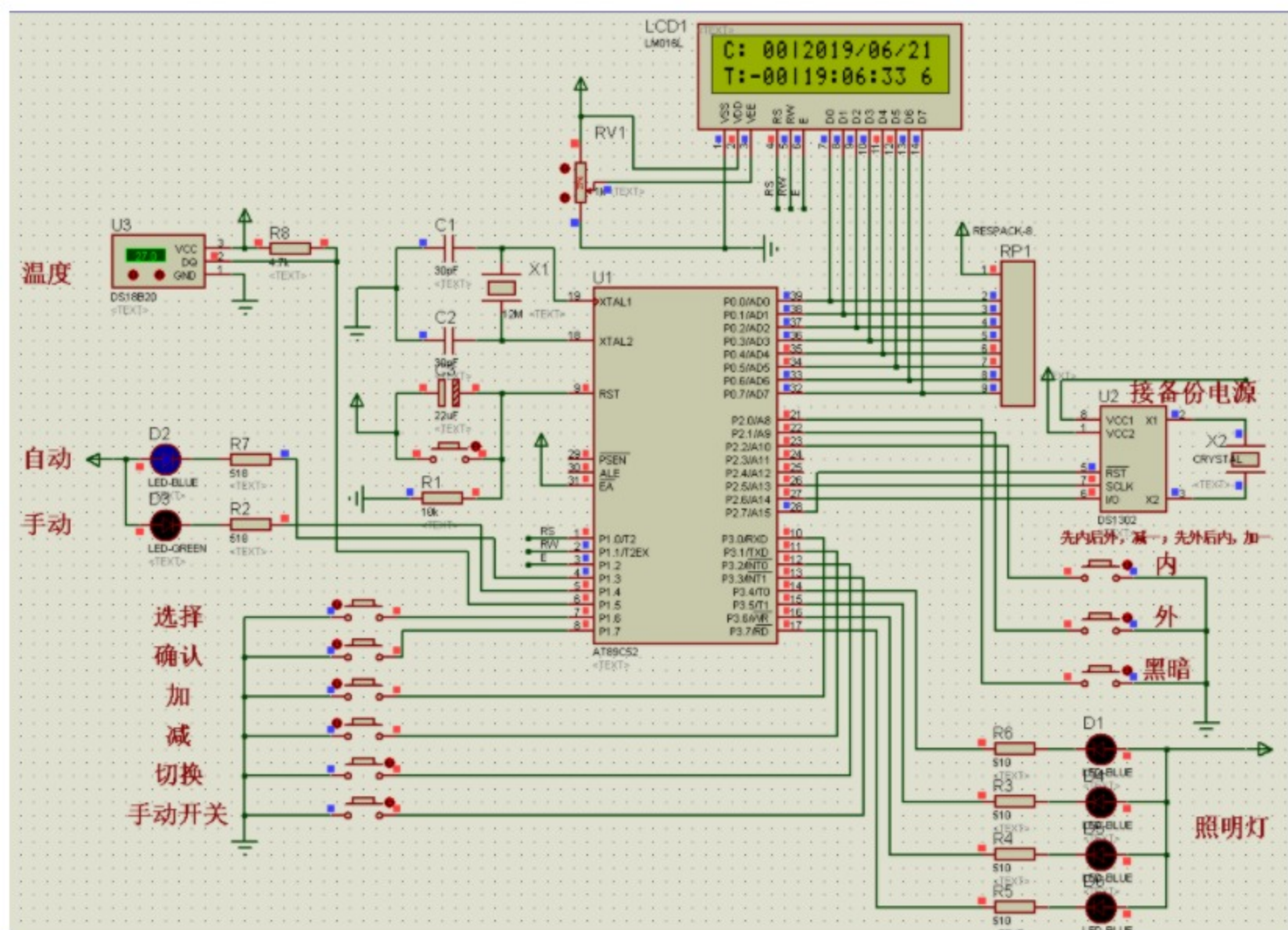




```

1  #include <reg51.h>
2  #include <intrins.h>
3  #define uchar unsigned char
4  #define uint unsigned int
5
6  uchar time_data[7];
7  uchar code write_add[7]={0x8c,0x8a,0x88,0x86,0x84,0x82,0x80}; //数据的地址
8  uchar code read_add[7]={0x8d,0x8b,0x89,0x87,0x85,0x83,0x81};
9
10 uchar code table1[]="C: 00|2000/00/00";
11 uchar code table2[]="T: 00|00:00:00 0";
12 uchar code table3[]=""; //清屏内容
13 uchar code table4[]=" Set Real Time ";
14 uchar code table5[]=" Set Open Time ";
15 uchar code table6[]=" Start Time: ";
16 uchar code table7[]=" 00:00:00 ";
17 uchar code table8[]=" End Time: ";
18 uchar code table9[]="Date: 2000/00/00";
19 uchar code table0[]="Time: 00:00:00 0";
20
21 bit Adjust; //调节标志位, =1表示进入调节模式, =0是正常模式
22 bit Auto_flg; //自动模式标志位, =1表示手动模式, =0是自动模式
23 sbit rs=P1^0; //LCD1602
24 sbit rw=P1^1; //LCD1602
25 sbit e=P1^2; //LCD1602
26 sbit sck=P2^5; //时钟端口
27 sbit io=P2^6; //时钟端口
28 sbit rst=P2^7; //时钟端口
29 sbit SELT =P1^6; //选择键
30 sbit ENTER=P1^7; //确认键
31 sbit UP =P3^0; //加键
32 sbit DOWN =P3^1; //减键
33 sbit MODE =P3^2; //切换按键接口
34 sbit SWITCH=P3^3; //手动开关
35 sbit AUTO_LED=P1^3; //自动模式灯接口
36 sbit HAND_LED=P1^4; //手动灯接口
37 sbit LAMP1=P3^4; //灯接口
38 sbit LAMP2=P3^5; //灯接口
39 sbit LAMP3=P3^6; //灯接口
40 sbit LAMP4=P3^7; //灯接口
41 sbit LIGHT1=P2^0; //光线检测端口

```