

```

1  #include<reg52.h>
2  #include<present.h>
3
4  sbit Buzz=P3^7;
5
6  uchar flag=16,sign=1;
7  uchar time=0;      //流水灯定时
8  uint *pf=Happy_Birthday;
9  uint *p=Happy_Birthday;
10
11 void init_devices(void)
12 {
13     TMOD=0x11;
14     TH1=0x71;
15     TL1=0x48;    //40ms的定时
16     TH0=0x00;
17     TL0=0x00;    //初始化
18     IT1=1;
19     EA=1;
20     EX1=1;
21     ET0=1;
22     ET1=1;
23 }
24
25 void int1() interrupt 2 using 0
26 {
27     sign++; //下一曲
28     switch(sign)
29     { case 1:TR0=1;pf=Happy_Birthday;flag=16;break;
30       case 2:pf=Legend;flag=8;break;

```

