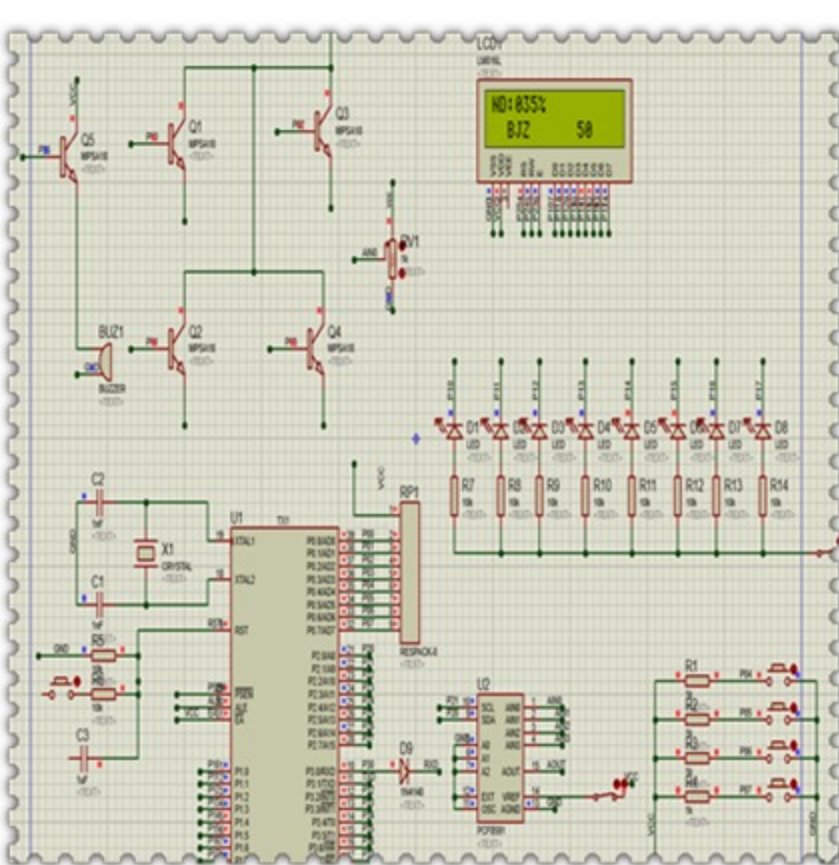




```

1  #include<reg52.h>
2  #include <intrins.h>
3
4  #define ulong unsigned long
5  #define uchar unsigned char
6  #define uint unsigned int
7  #define LCD1602_PORT P1
8  #define PCF8591 0x90
9  #define NOP() _nop_()
10 #define _Nop() _nop_()
11
12
13 sbit SCL=P2^1;
14 sbit SDA=P2^0;
15 sbit LCD1602_RS = P2^5;
16 sbit LCD1602_RW = P2^4;
17 sbit LCD1602_EN = P2^3;
18 bit ack;
19 sbit key1= P0^4;
20 sbit key2 = P0^5;
21 sbit buzz = P2^6;
22 int g=50;
23 void delay_ms(uint n)
24 {
25     unsigned int i,j;
26     for(i=0;i<n;i++)
27         for(j=0;j<123;j++);

```

