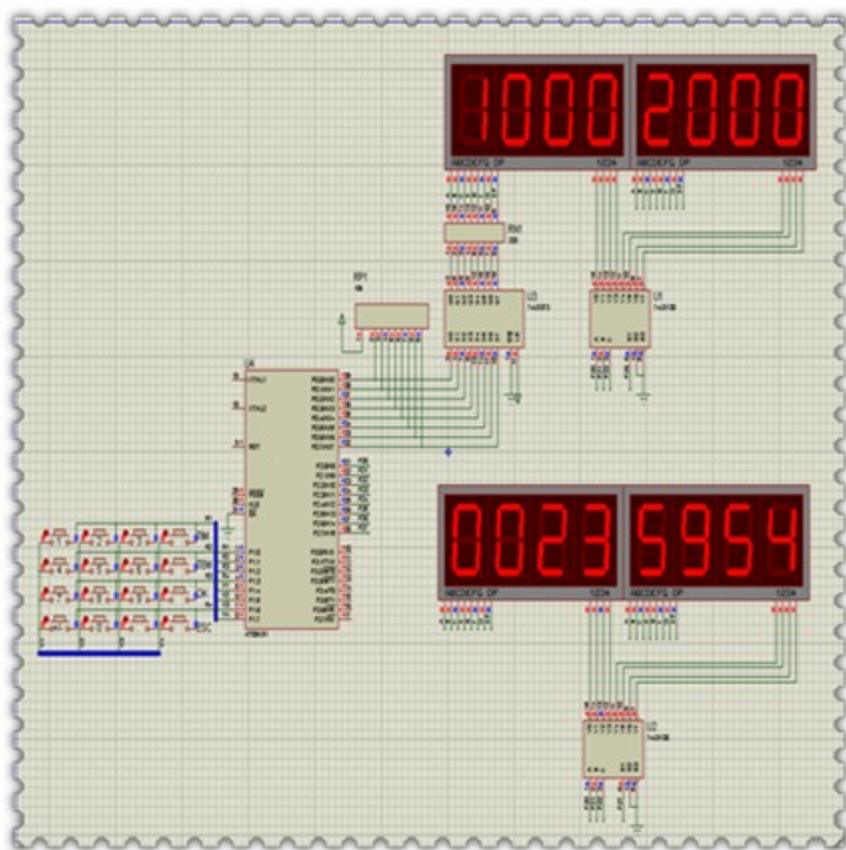




```

1  #include<reg51.h>
2  #define uchar unsigned char
3  #define uint unsigned int
4
5  sbit Score_Select=P2^6;
6  sbit Time_Select=P2^7;
7  uchar table[]={0x3f,0x06,0x5b,0x4f,0x66,0x6d,
8  0x7d,0x07,0x7f,0x6f,0x80,0x40,0x00,0x76}; //0-9数字,后面为". - 熄灯 H"
9  uchar msec;
10 unsigned char key_down=0; //键按下和松开状态指示,防止重复读取键值
11
12 /****50msec定时器0中断****/
13 void T0_int() interrupt 1
14 {
15     TH0=0x3c; //50ms定时
16     TL0=0x80;
17
18     msec++;
19 }
20 /****延时子程序****/
21 void delay(uint t)
22 {
23     for(;t>0;t--);
24 }
25
26 /*-----*/
27 /*4*4矩阵键盘键值扫描程序 */
28 /*返回按键的数字值 */
29 /*-----*/
30 uchar key_scan(void)
31 {
32     uchar key,key_val;
33     P1=0xf0; //低位行线送低电平
34     key=P1; //读取高位列线电平
35     if(key!=0xf0) //是否有键按下
36     {
37         if(key_down==0) //之前没有按键按下
38         {
39             key_down=1; //置按键按下标志

```