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1 #include<reg52.h>
2 #include<intrins.h>
3 #define uchar unsigned char
4 #define uint unsigned int
5 uchar code table[]={
6 0xc0,0xf9,0xa4,0xb0,0x99,0x92,0x82,0xf9,0x80,0x90,
7 0x40,0x79,0x24,0x30,0x19,0x12,
8 0xc1};
9 uchar code aa[]={0x01,0x02,0x04,0x08};
10 sbit cs1=P1^0;
11 sbit scl1=P1^1;
12 sbit sda1=P1^2;
13 uchar tmpdata[]={0,0,0,0};
14 uchar readad0831();
15 void delay(uint g)
16 {
17     uint u;
18     for(u=0;u<g;u++);
19 }
20 void display()
21 {
22     uchar i;
23     for(i=0;i<4;i++)
24     {
25         P0=aa[i];
26         P2=table[tmpdata[i]];
27         delay(100);
28         P2=0xff;
29     }
30 }
31 void main()
32 {
33     uint i=0,tmp;
34     while(1)

```

