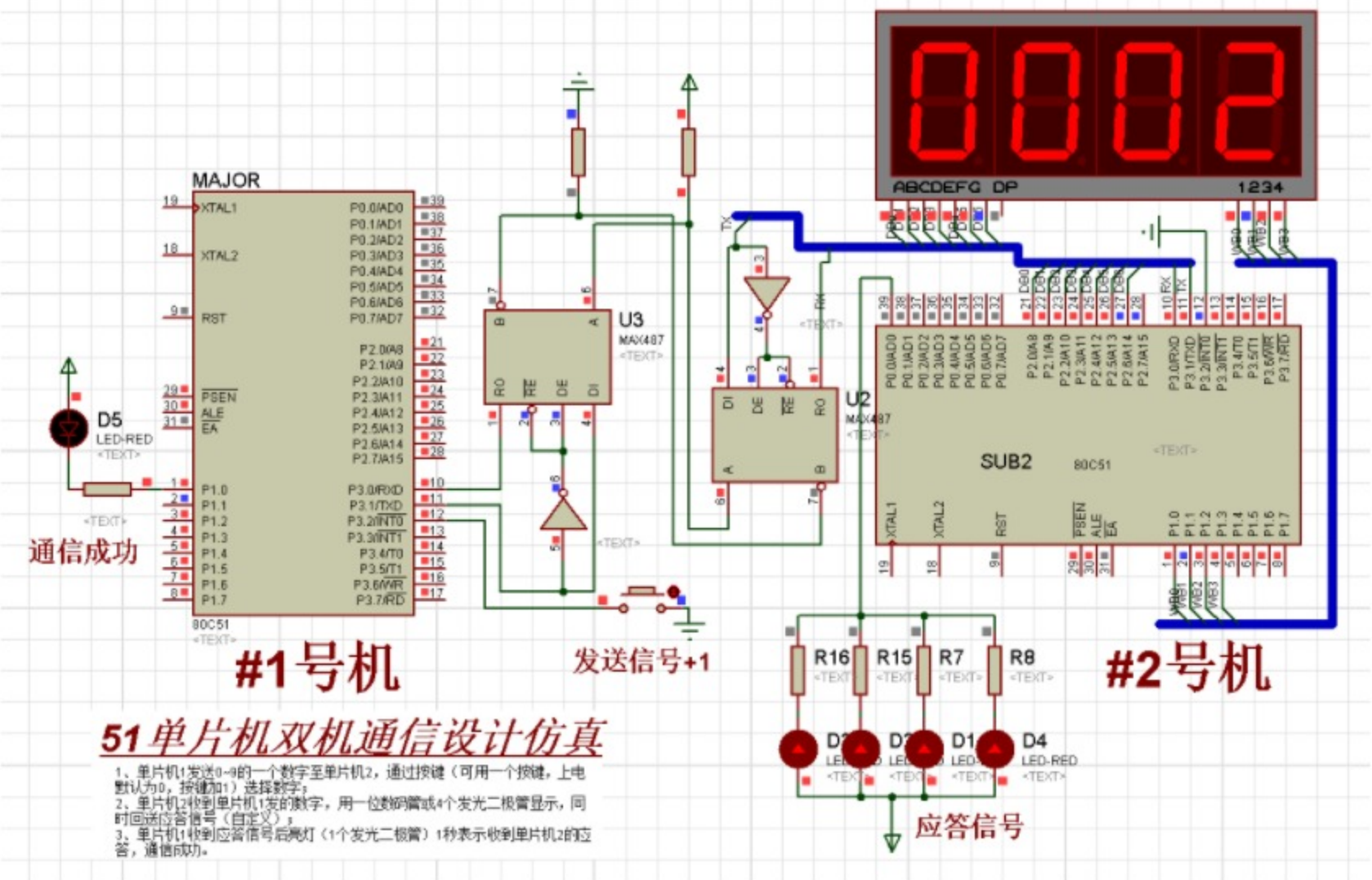


- 1、单片机1发送0~9的一个数字至单片机2，通过按键（可用一个按键，上电默认为0，按键加1）选择数字；
- 2、单片机2收到单片机1发的数字，用一位数码管或4个发光二极管显示，同时回送应答信号（自定义）；
- 3、单片机1收到应答信号后亮灯（1个发光二极管）1秒表示收到单片机2的应答，通信成功。



```
1 // #include <reg51.h>
2 # include <STC5A60S2.h>
3 # define uchar unsigned char
4 # define vtime 6000 //定时3ms，一帧8*3=24ms,频率=40Hz
5 # define sub1 0x11
6 # define sub2 0x12
7 sbit key1=P3^2;
8 sbit key2=P3^3;
9 sbit led=P0^0;
10 uchar over_t=0;
11 uchar addr=sub1,sum=0;
12 //uchar i,j,temp,m=0x01;
13
14 uchar code distable[]={0x3f,0x06,0x5b,0x4f,0x66,0x6d,0x7d,0x07,0x7f,0x6f,0x77,0x7c,0x39,0x5e,0x79,0x71,0x00,0x40,0x09};
15 //位选码表
16 uchar code numi[]={0xfe,0xfd,0xfb,0xf7};
17 //显示缓存
18 uchar V_ram[]={17,16,16,0};
19 uchar wi=0; //位选循环变量
20 uchar rn=0; //接收循环变量
21 uchar rxdv[3];
22 void main( )
23 {
24
25 led=1;//led初始化
26 SCON = 0xd0;
27 PCON = 0x80;
28 TH1 = 0xFd;
29 TL1 = 0xFd;
30 IT0 = 1; // 中断0为边沿触发
```

