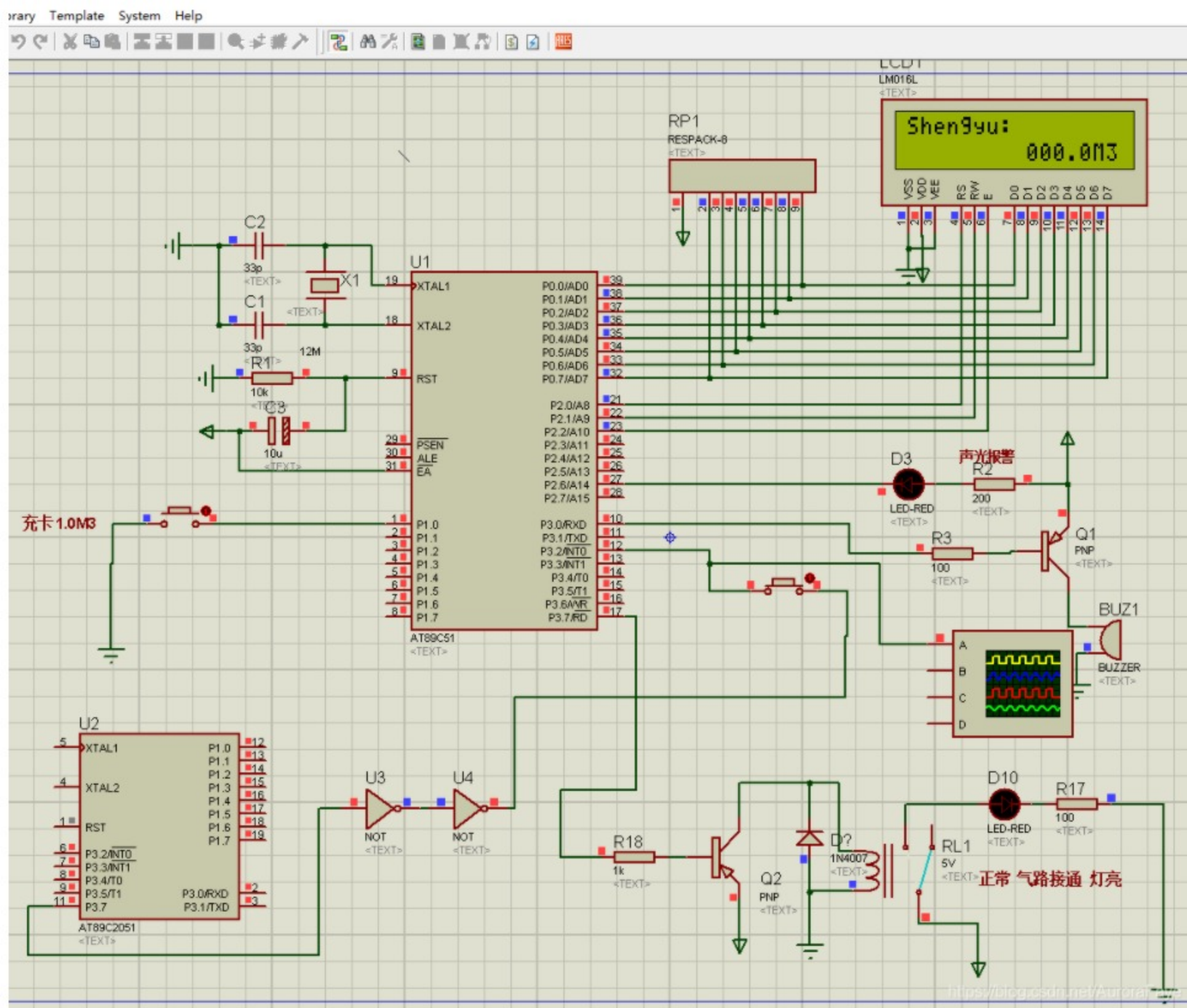




```
1 #include<at89x52.h>
2 #include <intrins.h>
3 #define uchar unsigned char
4 #define uint unsigned int
5
6 sbit shuchu=P3^7; // 输出脚定义
7
8
9 void Delay2500us() // @12MHz
10 {
11     unsigned char i, j;
12
13     i = 5;
14     j = 218;
15     do
16     {
17         while (--j);
18     } while (--i);
19 }
20
21 void Delay2000ms() // @12MHz
22 {
23     unsigned char i, j, k;
24
25     _nop_();
26     i = 16;
```