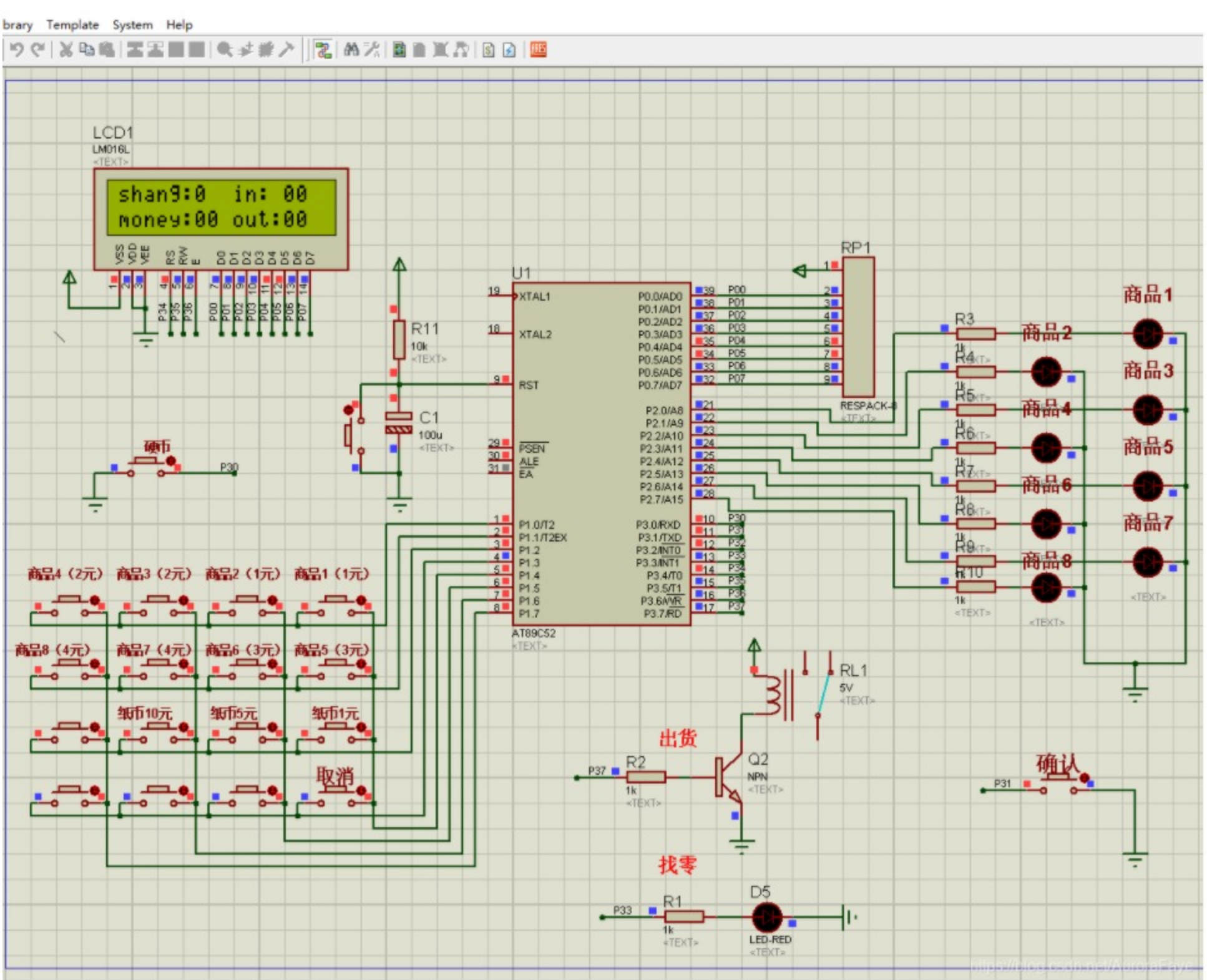




```
1 #include <reg52.h>
2 #include "liquid.h"
3 #include "key.h"
4 #define uchar unsigned char
5 #define uint unsigned int
6 sbit LED1=P2^0;// 商品1指示
7 sbit LED2=P2^1;// 商品2指示
8 sbit LED3=P2^2;// 商品3指示
9 sbit LED4=P2^3;// 商品4指示
10 sbit LED5=P2^4;// 商品5指示
11 sbit LED6=P2^5;// 商品6指示
12 sbit LED7=P2^6;// 商品7指示
13 sbit LED8=P2^7;// 商品8指示
14 sbit CHU=P3^7;// 出货指示
15 sbit key1=P3^0;// 硬币模拟按键
16 sbit key2=P3^1;// 确认键
17 sbit ZHAO=P3^3;// 找零指示
18 void main()
19 {
20     uchar Key_Value;
21     uchar shi1,ge1,shi2,ge2;
22     uchar jiaqian,jiaqian1,jiaqian2,jiaqian3,jiaqian4,jiaqian5,jiaqian6,jiaqian7,jiaqian8;
23     uchar toubi,toubi1,toubi2,toubi3,ying;
24     uchar zhaoling,shi3,ge3;
25     int a;
26     L1602_init();
27     P2=0x00;
28     CHU=0;
29     ZHAO=0;
30     L1602_string(1,1,"shang:");
31     L1602_string(1,10,"in:");
32     L1602_string(2,1,"money:");
33     L1602_string(2,10,"out:");
34     L1602_string(1,7,"0");
35     while(1)
36     {
37         // 价格,投币,找零计算并显示
38         jiaqian=jiaqian1+jiaqian2+jiaqian3+jiaqian4+jiaqian5+jiaqian6+jiaqian7+jiaqian8;
39         toubi=toubi1+toubi2+toubi3+ying;
40         a=toubi-jiaqian;
41         if(a<=0)
42         {
```