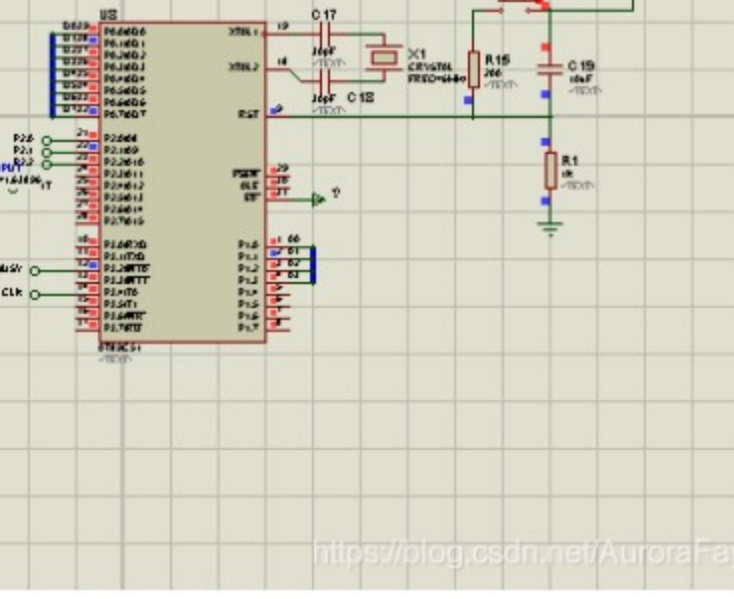
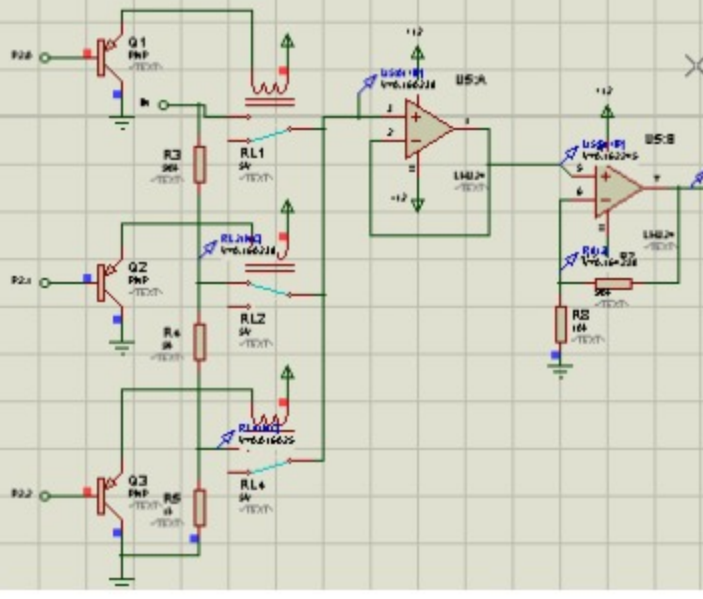
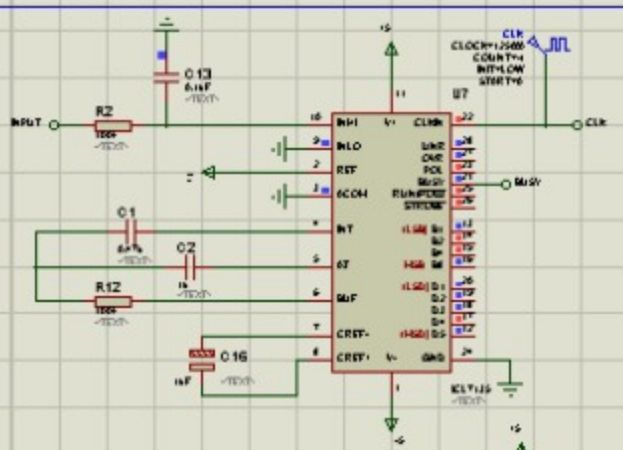
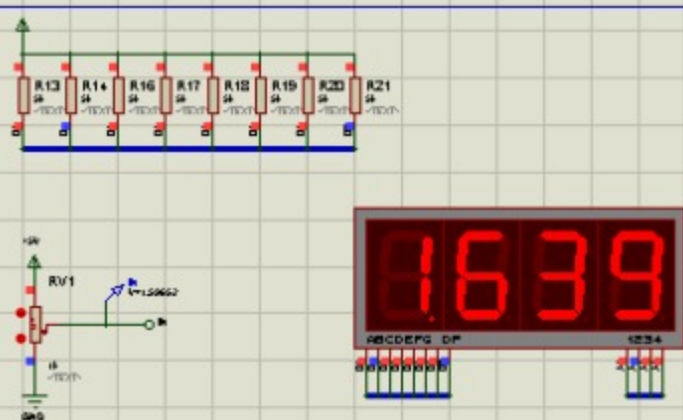




<https://blog.csdn.net/AuroraFaye>

```

1  #include<reg51.h>
2  #include<intrins.h>
3  #define uchar unsigned char
4  #define uint unsigned int
5
6  uchar code tab[]={
7
8          0x3F,
9          0x06,
10         0x5B,
11         0x4F,
12         0x66,
13         0x6D,
14         0x7D,
15         0x07,
16         0x7F,
17         0x6F,    //字形码
18     };
19
20     uint V=0;
21     uchar flag=3;
22     sbit point=P0^7;
23     sbit s1=P2^0;
24     sbit s2=P2^1;
25     sbit s3=P2^2;
26
27     void delay(uint ms)
28     {
29         uchar i;
30         while(ms--)
31             for(i=0;i<123;i++);    //延时
32     }
33
34     void main()
35     {
36         TMOD=0x0D;    //00001101
37         TR0=1;
38         IT0=1;
39         TL0=0;
40         TH0=0;
41         EA=1;
42         EX0=1;
43         s1=1;s2=1;s3=0;

```