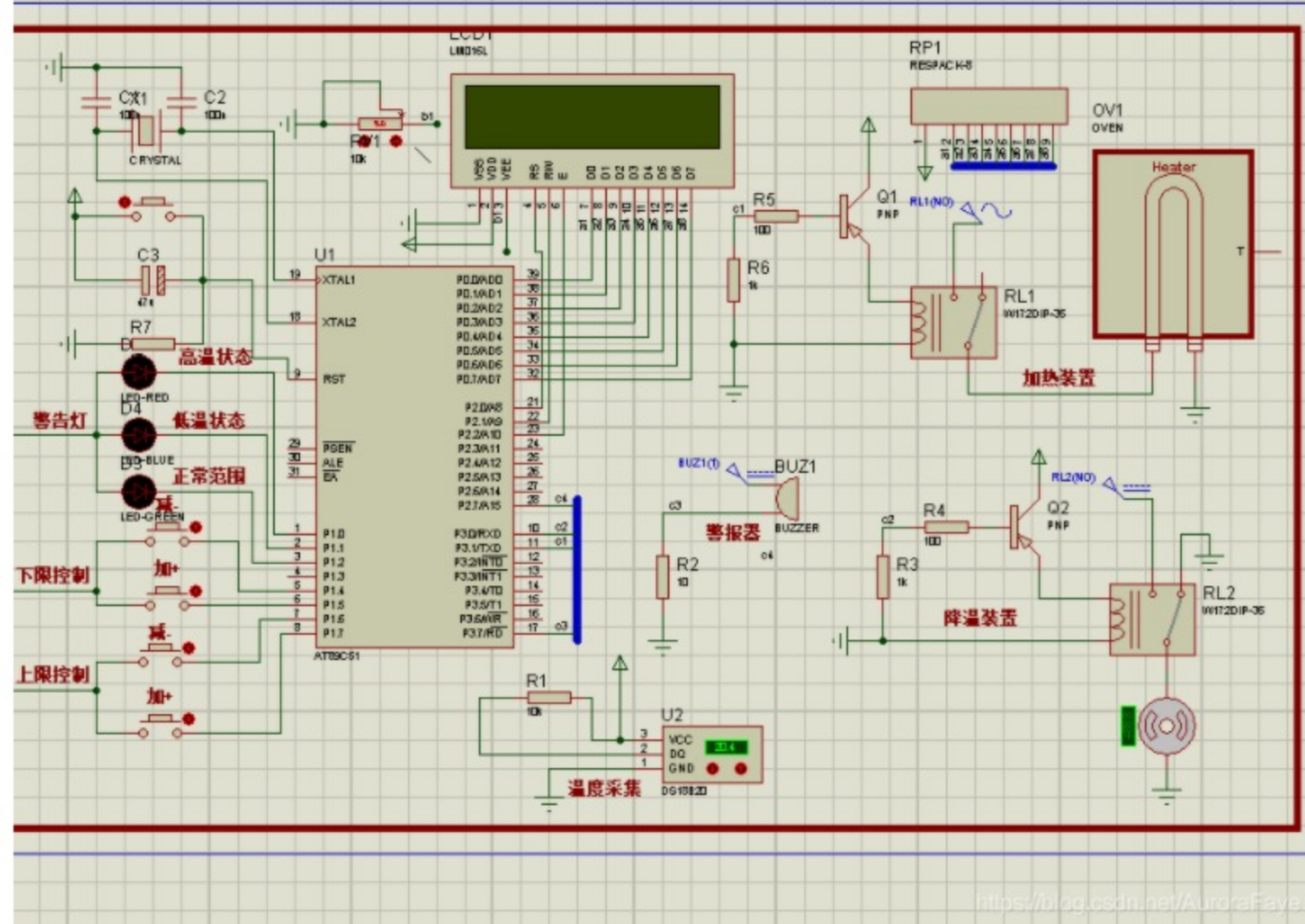




<https://blog.csdn.net/AuroraFaye>

```

1  #include <reg51.h>          /* 导入库文件 */
2  #define uchar  unsigned char /* 宏定义 */
3  #define uint   unsigned int  /* 宏定义 */
4  sbit ds = P2 ^ 7;
5  /* 温度采集 */
6  sbit bemp = P3 ^ 7;
7  /* 报警蜂鸣器 */
8  sbit lcden = P2 ^ 2;
9  /* Lcd使能 */
10 sbit lcdrs = P2 ^ 0;
11 /* Lcd复位 */
12 sbit lcdrw = P2 ^ 1;
13 /* Lcd数据写入 */
14 sbit sh_zeng = P1 ^ 7;
15 /* 上限增加按键 */
16 sbit sh_jian = P1 ^ 6;
17 /* 上限减少按键 */
18 sbit xia_zeng = P1 ^ 5;
19 /* 下限增加按键 */
20 sbit xia_jian = P1 ^ 4;
21 /* 下限减少按键 */
22 sbit dianji = P3 ^ 0;
23 /* 散热电机 */
24 sbit heat = P3 ^ 1;
25 /* 加热模块 */
26 sbit zhengchang = P1 ^ 2;
27 /* 正常温度led */
28 uchar code table1[] = "temp:";
29 /* 一些是液晶显示初始化 */
30 uchar code table2[] = "up:";
31 uchar code table3[] = "down:";
32 uchar code table4[] = "0123456789.-";
33 uchar    bai, shi, ge, flag, num, shi_sh, shi_xia, ge_sh, ge_xia;
34 /* 变量定义 */
35 int temp;
36 /* 初始化温度上下限 */
37 int warn_sh = 27;
38 int warn_xia = 18;
39
40 void delays( uint z )
41 {
42     uint x, y;
43     for ( x = z; z > 0; z-- )
44         for ( y = 110; y > 0; y-- )
45             ;
46 }

```