

```
/*
*流水灯右移*
*/
#include <reg51.h>
typedef unsigned char uint8;
typedef unsigned int uint16;

void delay(uint16 x)
{
    uint16 i,j;
    for(i = x; i > 0; i --)
        for(j = 114; j > 0; j --);
}

void main()
{
    uint8 j = 0;
    while(1)
    {
        P0 = ~(0x80 >> j++);
        delay(200);
        if(j == 8)
        {
            j = 0;
        }
    }
}
```