

```
=====
LED's ON 0-1-2-3-4-5-6 PROGRAM
=====
```

```
.include "m32def.inc"
```

```
ldi r16, low(RAMEND) ;set stack start @ RAMEND
out SPL, r16
```

```
ldi r16, high(RAMEND)
out SPH, r16
```

```
reset:
```

```
ldi r20, 0b11111111 ;set PORTB as output and connect the stk500 LED's
out ddrb, r20
```

```
ldi r20, 0b11111111 ;make sure that the stk500 LED's are OFF
out portb, r20
```

```
ldi r20, 0b01111111 ;LED 0 ON and call delay
out portb, r20
rcall delay
```

```
ldi r20, 0b10111111 ;LED 1 ON and call delay
out portb, r20
rcall delay
```

```
ldi r20, 0b11011111 ;LED 2 ON and call delay
out portb, r20
rcall delay
```

```
ldi r20, 0b11101111 ;LED 3 ON and call delay
out portb, r20
rcall delay
```

```
ldi r20, 0b11110111 ;LED 4 ON and call delay
out portb, r20
```

```
rcall delay
```

```
ldi r20, 0b11111011 ;LED 5 ON and call delay  
out portb, r20  
rcall delay
```

```
ldi r20, 0b11111101 ;LED 6 ON and call delay  
out portb, r20  
rcall delay
```

```
rjmp reset
```

```
;=====DELAY SUBROUTINE=====
```

```
delay:
```

```
ldi r21, 100 ;load a value (in this case 100) for delay  
ldi r22, 100
```

```
loop1: dec r21 ;decrease r21 one  
brne loop1 ;branch if not equal (to zero) to loop1
```

```
loop2: dec r22 ;decrease r22 one  
brne loop2 ;branch if not equal (to zero) to loop2  
ret ;return to the main program
```