


```
.def dice4 = r21
ldi r21, 0b1100_1100
```

```
.def dice5 = r22
ldi r22, 0b1001_0100
```

```
.def dice6 = r23
ldi r23, 0b1100_0000
```

```
.def COUNTER = r25
;-----;
;      RUN      ;
;-----;
RUN:
```

```
;-----;
SWITCH:
    in r17, PINA
    cpi r17, 0xFF
    breq STOP
```

```
    inc COUNTER
```

```
    cpi COUNTER, 6
    brne SWITCH
```

```
    ldi COUNTER, 1
```

```
;-----;
STOP:
    cpi COUNTER, 1
    breq ONE
```

```
    cpi COUNTER, 2
    breq TWO
```

```
    cpi COUNTER, 3
    breq THREE
```

```
    cpi COUNTER, 4
    breq FOUR
```

```
    cpi COUNTER, 5
    breq FIVE
```

```
    cpi COUNTER, 6
    breq SIX
```

```
;-----;
ONE:
    out PORTB, r18
```

```
rjmp RUN
;-----;
TWO:
    out PORTB, r19
rjmp RUN
;-----;
THREE:
    out PORTB, r20
rjmp RUN
;-----;
FOUR:
    out PORTB, r21
rjmp RUN
;-----;
FIVE:
    out PORTB, r22
rjmp RUN
;-----;
SIX:
    out PORTB, r23
rjmp RUN
;-----;
```