

name define:

```
#include <reg52.h>
#include <stdio.h>
void delay (int);
void main()
{
    do
    {
        P2 = 0x01    // 0001
        delay(1000);
        P2 = 0x02    // 0010
        delay(1000);
        P2 = 0x04    // 0100
        delay(1000);
        P2 = 0x08    // 1000
        delay(1000);
    } while (1);
}

void delay (int k)
{
    int i, j;
    for (i = 0; i < k; i++)
    {
        for (j = 0; j < 100; j++)
        {
            // 
        }
    }
}
```



## Full DRIVE :

```
#include <reg52.h>
#include <stdio.h>
void delay (int)
void main ()
```

```
{
```

```
do {
```

```
    P2 = 0x03; // 0011
```

```
    delay (1000); // 0100
```

```
    P2 = 0x06;
```

```
    delay (1000);
```

```
    P2 = 0x0C; // 1100
```

```
    delay (1000);
```

```
    P2 = 0x09; // 1001
```

```
    delay (1000);
```

```
}
```

```
while (1);
```

```
{
```

```
void delay (int k)
```

```
{
```

```
int i, j;
```

```
for (i = 0; i < k; i++)
```

```
{
```

```
for (j = 0; j < 100; j++)
```

```
{
```

```
}
```



## HALF DRIVE :

```
#include <reg52.h>
#include <stdio.h>
void delay (uint)
void main()
{
```

```
do
```

```
{
```

```
P2 = 0x01; // 0001
```

```
delay(1000);
```

```
P2 = 0x03; // 0011
```

```
delay(1000);
```

```
P2 = 0x02; // 0010
```

```
delay(1000);
```

```
P2 = 0x06; // 0110
```

```
delay(1000);
```

```
P2 = 0x04; // 0100
```

```
delay(1000);
```

```
P2 = 0x0C; // 1100
```

```
delay(1000);
```

```
P2 = 0x08; // 1000
```

```
delay(1000);
```

```
P2 = 0x09; // 1001
```

```
delay(1000);
```

```
}
```

```
while(1);
```

```
}
```

```
void delay(uint k)
```

```
{ int i, j;
```

```
for (i = 0; i < k; i++) { for (j = 0; j < 100; j++) {
```

Teacher's Signature :