```
1    .define LED_ADDRESS 0x1000
2    .define SW_ADDRESS  0x3000
3            mvt r5, #LED_ADDRESS
4            mvt r4, #SW_ADDRESS
5    MAIN:   ld r3, [r4]
6
7    START:  mvt r1, 0x1F00
8            add r1, 0xAC
9
10   LOOP:   sub r1, #1
11           bcc #LOOP
12
13           add r3, #0          // Check if equal to zero
14           beq #DRAW
15           sub r3, #1          // Not equal to zero
16           bne #START
17
18   DRAW:   add r0, #1
19           st r0, [r5]
20           mv pc, #MAIN
21
22
23
```