#include<reg51.h>

void main(void)

{

unsigned int i;

while(1)

{

// Increasing sawtooth

/\* for(i = 0; i <= 255; i++)

{

P1 = i;

}

// Reset to zero for a true sawtooth wave

\*/ P1 = 0;

// Decreasing sawtooth

for(i = 255; i > 0; i--)

{

P1 = i;

}

// Reset to zero for a true sawtooth wave

P1 = 0;

}

}