```c
#include<reg52.h>

sbit l1=P1^0;
sbit l2=P1^1;
sbit l3=P1^2;
sbit l4=P1^3;
sbit l5=P1^4;

sbit ir1= P2^0;
sbit ir2= P2^1;
sbit ir3= P2^2;
sbit ir4= P2^3;
sbit ir5= P2^4;

void delay(unsigned int );

void main()
{

 while(1)
 {
        if(ir1==1)
        {
                l1 =1;
                delay(300);
                l2=1;
                delay(300);
                l3 =1;
                delay(300);
                l4= 1;
                delay(300);
                l5=1;
                delay(300);
        }

        if(ir2==1)
        {
                l1 =0;
                delay(100);
                l2=1;
                delay(100);
                l3 =1;
                delay(100);
                l4= 1;
                delay(100);
                l5=1;
                delay(100);
        }
```

```c
if(ir3==1)
{
        l1 =0;
        delay(100);
        l2=0;
        delay(100);
        l3 =1;
        delay(100);
        l4= 1;
        delay(100);
        l5=1;
        delay(100);
}
if(ir4==1)
{
        l1 =0;
        delay(100);
        l2=0;
        delay(100);
        l3 =0;
        delay(100);
        l4= 1;
        delay(100);
        l5=1;
        delay(100);
}
if(ir5==1)
{
        l1 =0;
        delay(100);
        l2=0;
        delay(100);
        l3 =0;
        delay(100);
        l4= 0;
        delay(100);
        l5=0;
        delay(100);
}
}
}
```