







```
1  #include <megal6.h>
2  #include <delay.h>
3
4  // Declare your global variables here
5
6  void main(void)
7  {
8  // Declare your local variables here
9
10 // Input/Output Ports initialization
11 // Port A initialization
12 // Function: Bit7=In Bit6=In Bit5=In Bit4=In Bit3=In Bit2=In Bit1=In Bit0=In
13 DDRA=(0<<DDA7) | (0<<DDA6) | (0<<DDA5) | (0<<DDA4) | (0<<DDA3) | (0<<DDA2) | (0<<DDA1) | (0<<DDA0);
14 // State: Bit7=T Bit6=T Bit5=T Bit4=T Bit3=T Bit2=T Bit1=T Bit0=T
15 PORTA=(0<<PORTA7) | (0<<PORTA6) | (0<<PORTA5) | (0<<PORTA4) | (0<<PORTA3) | (0<<PORTA2) | (0<<PORTA1) | (0<<PORTA0);
16
17 // Port B initialization
18 // Function: Bit7=In Bit6=In Bit5=In Bit4=In Bit3=In Bit2=In Bit1=In Bit0=In
19 DDRB=(0<<DDB7) | (0<<DDB6) | (0<<DDB5) | (0<<DDB4) | (0<<DDB3) | (0<<DDB2) | (0<<DDB1) | (0<<DDB0);
20 // State: Bit7=T Bit6=T Bit5=T Bit4=T Bit3=T Bit2=T Bit1=T Bit0=T
21 PORTB=(0<<PORTB7) | (0<<PORTB6) | (0<<PORTB5) | (0<<PORTB4) | (0<<PORTB3) | (0<<PORTB2) | (0<<PORTB1) | (0<<PORTB0);
22
23 // Port C initialization
24 // Function: Bit7=In Bit6=In Bit5=In Bit4=In Bit3=In Bit2=In Bit1=In Bit0=In
25 DDRC=0xFF;
26 // State: Bit7=T Bit6=T Bit5=T Bit4=T Bit3=T Bit2=T Bit1=T Bit0=T
27 PORTC=(0<<PORTC7) | (0<<PORTC6) | (0<<PORTC5) | (0<<PORTC4) | (0<<PORTC3) | (0<<PORTC2) | (0<<PORTC1) | (0<<PORTC0);
28
29 // Port D initialization
30 // Function: Bit7=Out Bit6=In Bit5=In Bit4=In Bit3=In Bit2=In Bit1=In Bit0=In
31 DDRD=(1<<DDD7) | (0<<DDD6) | (0<<DDD5) | (0<<DDD4) | (0<<DDD3) | (0<<DDD2) | (0<<DDD1) | (0<<DDD0);
32 // State: Bit7=0 Bit6=T Bit5=T Bit4=T Bit3=T Bit2=T Bit1=T Bit0=T
33 PORTD=(0<<PORTD7) | (0<<PORTD6) | (0<<PORTD5) | (0<<PORTD4) | (0<<PORTD3) | (0<<PORTD2) | (0<<PORTD1) | (0<<PORTD0);
34
35 while (1)
36 {
37     PORTD.7 = 0;
38     delay_ms(500);
39     PORTD.7 = 1;
40     delay_ms(500);
41     if( PINA.0 == 0){
42         PORTC = PINC + 1;
43     }
44 }
45 }
46
```