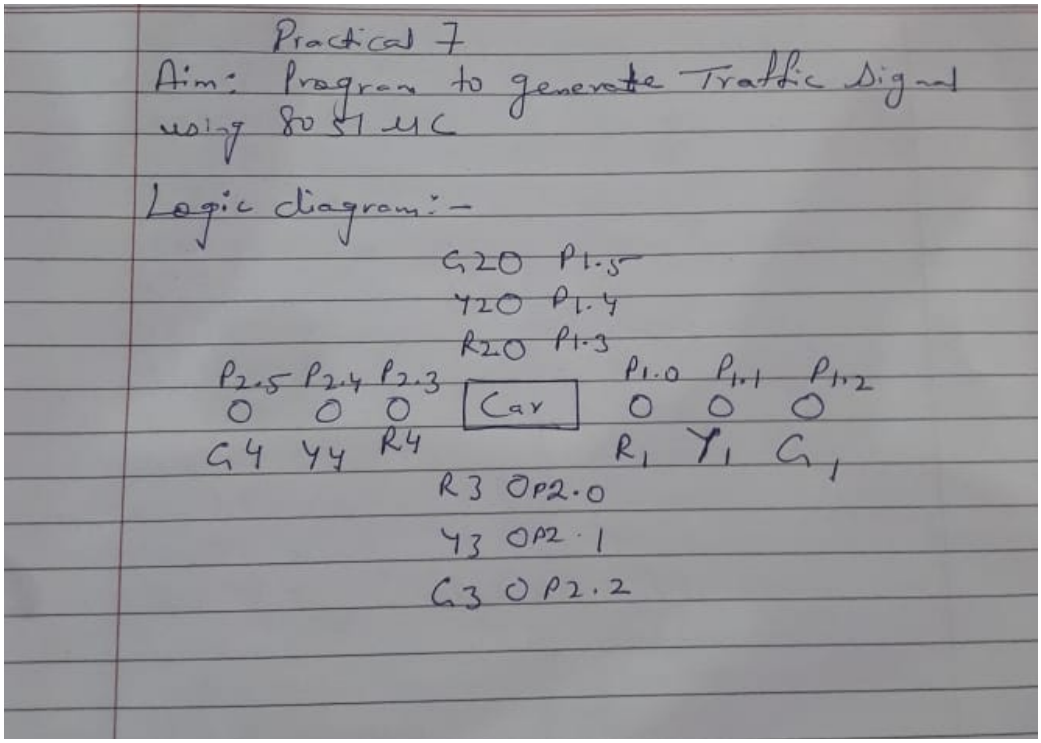


```
#include <reg51.h>

sbit R1=P1^0;

sbit Y1=P1^1;

sbit G1=P1^2;

sbit R2=P1^3;

sbit Y2=P1^4;

sbit G2=P1^5;

sbit R3=P2^0;

sbit Y3=P2^1;

sbit G3=P2^2;

sbit R4=P2^3;

sbit Y4=P2^4;

sbit G4=P2^5;

void delay(unsigned int t)

{
```

```
        int i,j;
        for(i=0;i<=t;i++)
        for(j=0;j<=1275;j++);
}
void clear()
{
        R1=0;
        R2=0;
        R3=0;
        R4=0;
        Y1=0;
        Y2=0;
        Y3=0;
        Y4=0;
        G1=0;
        G2=0;
        G3=0;
        G4=0;
        delay(25);
}
void phase()
{
        Y1=1;
        R2=1;
        R3=1;
        R4=1;
        delay(25);
```

```
G1=1;
R2=1;
R3=1;
R4=1;
delay(25);
Y2=1;
R1=1;
R3=1;
R4=1;
delay(25);
G2=1;
R1=1;
R3=1;
R4=1;
delay(25);
Y3=1;
R1=1;
R2=1;
R4=1;
delay(25);
G3=1;
R1=1;
 R2=1;
R4=1;
delay(25);
Y4=1;
R1=1;
```

```
        R2=1;
        R3=1;
        delay(25);
        G4=1;
        R1=1;
        R2=1;
        R3=1;
        delay(25);
}
void main(void)
{
        P1=0X00;
        P2=0X00;
        while(1)
        {
                phase();
                clear();
        }
}
```