Wave drive

```c
# include  < reg 52.h>
# include  <stdio.h>
void delay ( int );
void   main ()
{
    do
    {
        i2 = 0x01;    // 0001
        delay (1000);
        i2 = 0x02;    // 0010
        delay (1000);
        r2 = 0x04;    // 0100
        delay (1000);
        r2 = 0x08;    // 1000
        delay (1000);
    }
    while (1);
}
void delay ( int k)
{
    int i, j;
    for (i=0; i<k; i++)
    {
        for (j=0; j <100; j++)
    }
}
```

Full drive

```c
#include <reg 52.h>
#include <stdio.h>
void delay (int);
void main ();
{
    do {
    P> = 0x03;    //0 011
    delay (1000);
    P2 = 0x06;   //0100
    delay (1000);
    P2 = 0x06;   //1100
    delay (1000);
    P2 = 0x09;   // 1001
    delay (1000),
    }
    while (1);
}
void delay( int R)
{
    int i,j;
    for (j = 0; j < 100; j++ )
    { }
}
}
```

Half drive

```
# include < reg 52.h >
# include <stdio.h>
void delay (int);
void main ()
{
do
{
  r = 0x01 ;    // 6001
  delay (1000)
  P = 0x03 ;    // 0011
  delay (1000);
  P = 0x02 ;    // 0010
  delay (1000);
  P = 0x06 ;    // 0110
  delay (1000);
  P = 0x04 ;    // 01000
  delay (1000);
  P = 0x06 ;    // 1100
  delay (100);
  P = 0x08 ;    // 1000
  delay (100);
  P = 0x09 ;    // 1100
  delay (100);
}
while (1);
}
void delay (int k)
{
  int i, j ;
  for (i = 0; i < k; i++)
    for (j = 0; j < 100; j++)
  { }
}
```