

```
#include <reg51.h>
void delay (void);
void main (void) {
    while (1) {
        P1 = 0xFF;
        delay();
        P1 = 0x00;
        delay(); } }
void delay (void) {
    int i, j;
    for (i = 0; i < 0xFF; i++)
        for (j = 0; j < 0xFF; j++); }
```