```c
#include <lpc214x.h>
#define LED_OFF (IO0SET = 1U << 31)
#define LED_ON (IO0CLR = 1U << 31)

#define PLOCK 0x00000400  // Bit mask for checking PLL lock status

void systeminit(void);
void delay_ms(unsigned int t);

int main(){
    unsigned int no_clk = 100, no_aclk = 100;
    IO0DIR |= (1U<<31) | (0xFF<<16) | (1U<<30);
    LED_ON;
    delay_ms(500);
    LED_OFF;
    systeminit();
    do{
      IO0CLR = 0xF<<16; IO0SET |= 1<<16; delay_ms(10); if(--no_clk ==0) break;
      IO0CLR = 0xF<<16; IO0SET |= 1<<17; delay_ms(10); if(--no_clk ==0) break;
      IO0CLR = 0xF<<16; IO0SET |= 1<<18; delay_ms(10); if(--no_clk ==0) break;
      IO0CLR = 0xF<<16; IO0SET |= 1<<19; delay_ms(10); if(--no_clk ==0) break;
    }while(1);
    do{
      IO0CLR = 0xF<<16; IO0SET |= 1<<19; delay_ms(10); if(--no_aclk ==0) break;
      IO0CLR = 0xF<<16; IO0SET |= 1<<18; delay_ms(10); if(--no_aclk ==0) break;
      IO0CLR = 0xF<<16; IO0SET |= 1<<17; delay_ms(10); if(--no_aclk ==0) break;
      IO0CLR = 0xF<<16; IO0SET |= 1<<16; delay_ms(10); if(--no_aclk ==0) break;
    }while(1);
    IO0CLR = 0xFF<<16;
    while(1)
}


void delay_ms(unsigned int t){
  unsigned int i,j;
  for(i=0; i<t; i++)
    for(j=0; j<10000; j++);
}


void systeminit(void) {
    PLL0CON = 0x01;      // Enable the PLL (PLLE = 1)
    PLL0CFG = 0x24;      // Set the multiplier and divider values (M=5, P=2)
    PLL0FEED = 0xAA;     // Sequence to update PLL registers
    PLL0FEED = 0x55;

    while (!(PLL0STAT & PLOCK));  // Wait for the PLL to achieve lock

    PLL0CON = 0x03;      // Connect the PLL (PLLE = 1 and PLLC = 1)
    PLL0FEED = 0xAA;     // Sequence to update PLL registers after connecting
    PLL0FEED = 0x55;

    VPBDIV = 0x01;       // Set PCLK = CCLK (PCLK = 60 MHz if CCLK is 60 MHz)
}

```