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; segment_and_digit_test.asm
; Created: 10/18/2020 7:47:38 PM
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; Replace with your application code
.nolist
.include "m4809def.inc"
.list
; Replace with your application code
 ; configure I/O ports
   ldi r17, 0xFF
                           ;load r16 with all 1s
   out VPORTD_DIR, r17  ;PORTD - all pins configured as outputs
   out VPORTC_DIR, r17 ; PORTD - all pins configured as outputs
   ldi r17, 0x00
                          ; load r16 with all 0s
    out VPORTE_DIR, r17
                          ; PORTE - all pins configured as inputs
main_loop:
   mov r19, r17
                           ;setting r19 to 0 for counter
   out VPORTD OUT, r17
                           ;set 7 segment display with
   ldi r18, 0x7F
                           ;register representing first 7 segmenet delay digit
   out VPORTC_OUT, r18
                           ;turns on first digit of display
    rcall delay
                           ;1 second delay
    ldi r18, 0xBF
                           ;register representing 2nd 7 segmenet delay digit
   out VPORTC_OUT, 0xBF
                           ;turns on 2nd digit of display
    rcall delay
                          ;1 second delay
    ldi r18, 0xDF
                           ;register representing 3rd 7 segmenet delay digit
   out VPORTC_OUT, 0xDF   ;turns on 3rd digit of display
    rcall delay
                           ;1 second delay
   ldi r18, 0xEF
                          ;register representing 4th 7 segmenet delay digit
    out VPORTC_OUT, 0xEF
                         turns on 4th digit of display;
    rcall delay
                           ;1 second delay
    rjmp main_loop
                           ;restart loop
    delay:
    ldi r16, 0xFA
                           ;load r16 with hex for 250, so there's a 250 ms delay
                            ;calls var_delay once
    rcall var_delay
    inc r19
                           ;increase r19 which acts as a counter
                           ;hex for 40, used to repeat loop 40 times because 250 ms *→
    cpi r19, 0x28
      40 = 1 second
                           ; branchs back to beginning if r19 is not 40
   brne delay
    ldi r19, 0x00
                           ;when it is 40, set r19 back to 0
    ret
                           ;end subroutine
    var delay:
        outer_loop:
```

ldi r17, 110 ;loads r17 with 110 inner\_loop:

ret ;ends subroutine