```
As Proj_1B: But uses project subroutine "waitforkeypress();" to increment the display.*/
#include "Proj_1B1_header_file.h"
jint main (void){
unsigned int PORT_1=1;
char m=1;
char overflow=0;
setup_HW;
while(1){
    I2C_Tx_2_integers(PORT_1, ~PORT_1);
    waitforkeypress();
if (m<=5){PORT_1 |= (PORT_1 << 1); m += 1;}</pre>
    else PORT_1 = PORT_1 << 1;
    if(overflow)PORT_1 |= 1;
    if (PORT_1 & 0x8000) overflow=1;
    else overflow = 0;
```