```
 1          AREA Odev_2, CODE
 2          EXPORT __main
 3
 4    __main
 5
 6          MOV R0,#0x1000
 7          MOVT R0, #0x4002
 8          LDR R1,[R0,#0x18]
 9          MOV R2, #(1<<4)
10          STR R2,[R0,#0x18]
11
12          MOV R0,#0x1000
13          MOVT R0, #0x4001
14          LDR R1,[R0,#0x04]
15          ORR R1, #(1<<21)
16          AND R1,#~(1<<22)
17          STR R1,[R0,#0x04]
18
19    loop
20          MOV32 R3,#10000000
21          LDR R1,[R0,#0x0C]
22          ORR R1, #(1<<13)
23          STR R1,[R0,#0x0C] ;led soner
24
25    bekle0
26          SUB R3,#1
27          CMP R3,#0
28          BNE bekle0
29
30          LDR R1,[R0,#0x0C]
31          AND R1, #~(1<<13)
32          STR R1,[R0,#0x0C] ;led yanar
33          MOV32 R3,#10000000
34
35    bekle1
36          SUB R3,#1
37          CMP R3,#0
38          BNE bekle1
39
40          B loop
41          END
42
```