

```
#include <reg52.h>
```

```
sbit LED1 = P3 ^ 0;  
sbit LED2 = P3 ^ 1;
```

```
void Delay(void);
```

```
void main(void)
```

```
{  
    while (1)  
    {  
        LED1 = 0;  
        LED2 = 0;  
        Delay();  
        LED1 = 1;  
        Delay();  
        LED2 = 1;  
        Delay();  
    }  
}
```

```
void Delay(void)
```

```
{  
    int j;  
    int i;  
    for (i = 0; i < 10; i++)  
    {  
        for (j = 0; j < 10000; j++)  
        {  
        }  
    }  
}
```