#include <stdio.h>  
#include <math.h>

#include<stdlib.h>

#define PI 3.14159265

#define baseaddress (char \*) 0x00700000

#define start\_p (char \*) 0x0070000C

#define end\_p (char \*) 0x00700010

#define color\_add (char \*) 0x00700014

#define go\_add (char \*) 0x00700008

void draw(int x0, int y0, int x1, int y1, int color) {

\*start\_p = y0 \* 0b1000000000 + x0;

\*end\_p = y1 \* 0b1000000000 + x1;

\*color\_add = color;

\*go\_add = 0b1;

return;

}

void wait( ) { // for a 50MHZ clock, this will run for 0.033 sec

for (int i = 0; i < 1666667; i++) { }

// delay(33); // 1000 for 1 sec

return;

}

void main( ) {

while (1) {

int center\_x = 168;

int center\_y = 105;

int color = 7;

for (int a = 0; a < 360; a++) {

int x = 20 \* sin(a \* PI / 180) + 168;

int y = 20 \* cos(a \* PI / 180) + 105;

draw(center\_x, center\_y, x, y, color);

wait();

draw(center\_x, center\_y, x, y, 0);

}

}

return 0;

}