## leddon\_4phim.asm

```
ORG 00H
MOV P1,#00H
MOV A,#00000001B
KEY1:
    JNB P0.2, KEY10
        JMP KEY2
        KEY10:
        CALL DELAY
        RR A
        MOV P1,A
        CALL DELAY
        JMP KEY1
KEY2:
    JNB P0.4, KEY20
        JMP KEY3
        KEY20:
        CALL DELAY
        RL A
        MOV P1,A
        CALL DELAY
        JMP KEY2
KEY3:
    JNB P0.0, KEY30
        JMP KEY4
        KEY30:
                 JNB P0.2, KEY10
                 JNB P0.4, KEY20
             JNB P0.7, KEY40
                 RR A
                 MOV P1,A
                 CALL DELAY
                 JMP KEY30
KEY4:
    JNB P0.7, KEY40
        JMP KEY1
        KEY40:
                 JNB P0.2, KEY10
                 JNB P0.4, KEY20
             JNB P0.0, KEY30
                 RL A
                 MOV P1,A
                 CALL DELAY
                 JMP KEY40
DELAY:
        MOV R1,200
        LAP:
        MOV R2,#200
        LAP1:
```

## leddon\_4phim.asm

NOP NOP DJNZ R2,LAP1 DJNZ R1,LAP RET

END