First of all, we should choose a proper data type to represent the value in our design. As we have a 16-bit value, the unsigned short int C/C++ data type can be used.

There are three ways to write the desired function

Case 1:

```
unsigned short int basic_output_16LED() {

	return 0b0000000011111111;

}
```

Case 2:

```
void basic_output_16LED(unsigned short int *led) {


	*led = 0b0000000011111111;

}
```

Case 3:

```
void basic_output_16LED(unsigned short int &led) {


	led = 0b0000000011111111;

}
```