

```
void main() {  
    TRISB=0X00;  
  
    do  
    {  
        PORTB=0X3f;  
        delay_ms(1000);  
        PORTB=0X06;  
        delay_ms(1000);  
        PORTB=0X5b;  
        delay_ms(1000);  
        PORTB=0X4f;  
        delay_ms(1000);  
        PORTB=0X66;  
        delay_ms(1000);  
        PORTB=0x6d;  
        delay_ms(1000);  
        PORTB=0x7d;  
        delay_ms(1000);  
        PORTB=0x07;  
        delay_ms(1000);  
        PORTB=0x7f;  
        delay_ms(1000);  
        PORTB=0X6f;  
        delay_ms(1000);  
        PORTB=0x77;  
        delay_ms(1000);  
        PORTB=0X7c;  
        delay_ms(1000);  
    }
```

```
PORTB=0X39;
delay_ms(1000);
PORTB=0X5e;
delay_ms(1000);
PORTB=0X79;
delay_ms(1000);
PORTB=0X71;
delay_ms(1000);

}
while(1);
}
```