

```

#include <asf.h>

void wait(int time);

void wait(int time){
    int count=0;
    while(count<time){
        count++;
    }
}

int main (void)
{
    system_init();

    int toggle=0;

    while(1){
        wait(500000);
        if(toggle==0){
            *((unsigned int *) 0x41004408) = 1u<<14;    //DIRSET
            toggle=1;
        }
        if(toggle==1){
            *((unsigned int *) 0x41004404) = 1u<<14;    //DIRCLR
            toggle = 0;
        }
    }
}

```