unsigned char LEDS at P0;

bit directionFlag;

void main()

{

// turn off all diodes exept the first one

LEDS = 0x01;

// set the initial direction

directionFlag = 1;

while(1)

{

if (directionFlag)

LEDS = LEDS << 1;

else

LEDS = LEDS >> 1;

if (LEDS == 0x80)

directionFlag = 0;

if (LEDS == 0x01)

directionFlag = 1;

Delay\_ms(100);

}

}