Activity 1. `TOGGLE:`

```
            MOV     A, #55H      ; A  <- 01010101B
            MOV     P0, A        ; P0 <- 01010101B
            MOV     P1, A        ; P1 <- 01010101B
            MOV     P2, A        ; P2 <- 01010101B

            ACALL   DELAY

            MOV     A, #0AAH     ; A  <- 10101010B
            MOV     P0, A        ; P0 <- 10101010B
            MOV     P1, A        ; P1 <- 10101010B
            MOV     P2, A        ; P2 <- 10101010B

            ACALL   DELAY
            SJMP    TOGGLE

    DELAY:
            MOV     R0, #250
            LOOP0:  MOV R1, #164
            LOOP1:  DJNZ R1, LOOP1
                    DJNZ R0, LOOP0
            RET
    END
```

Activity 2.

```
            MOV     P0, #0       ; P0 = OUTPUT
            MOV     P2, #0       ; P1 = OUTPUT

            MOV     A, P1        ; A  <- P1
            MOV     P0, A        ; P0 <- P1
            MOV     P2, A        ; P2 <- P1
            MOV     R0, A        ; R0 <- P1
            MOV     R1, A        ; R1 <- P1
            MOV     R2, A        ; R2 <- P1

    END
```

Activity 3.   1. Upon reset, all the ports of the 8051 are configured as **input**.

2. To make all the bits of a port an output port we must write **0** hex to it.

3. Which ports of the 8051 are bits addressable?
   Ans: P0, P1, P2, and P3.

4.

```
        MOV     P1, #0                  ; P1 = OUTPUT
HIGH:
                JB      P2.4, HIGH
                MOV     P1, #55H
        END
```