#start=Traffic\_Lights.exe#

name "traffic"

mov ax, all\_red

out 4, ax

mov si, offset situation

next:

mov ax, [si]

out 4, ax

mov cx, 4Ch

mov dx, 4B40h

mov ah, 86h

int 15h

add si, 2

cmp si, sit\_end

jb next

mov si, offset situation

jmp next

situation dw 0000\_0011\_0000\_1100b

s1 dw 0000\_0110\_1001\_1010b

s2 dw 0000\_1000\_0110\_0001b

s3 dw 0000\_1000\_0110\_0001b

s4 dw 0000\_0100\_1101\_0011b

sit\_end = $

all\_red equ 0000\_0010\_0100\_1001b