

```

#include <util/delay.h>
#include "stepper.h"
#include "servo.h"
#include "timer2.h"

uint32_t present;

void hold_stepper (void) {
    //Set PC5 high to hold the load
    PORTC = 0b00100000;
}

void relax_stepper (void) {
    //Set all pins of PORTC to low
    PORTC &= 0b0;
}

void full_step_forward (int num_step) {

    //For loop to repeat num_step times executing a step up
    for (int i = 0; i < num_step; ++i)
    {
        //Set PORTC pins successively to execute one step up
        //Delay after each change
        PORTC = 0b001001000;
        _delay_ms(DELAY);
        PORTC = 0b00000100;
        _delay_ms(DELAY);
        PORTC = 0b00001100;
        _delay_ms(DELAY);
        PORTC = 0b00001000;
        _delay_ms(DELAY);
        PORTC = 0b00011000;
        _delay_ms(DELAY);
        PORTC = 0b00010000;
        _delay_ms(DELAY);
        PORTC = 0b00110000;
        _delay_ms(DELAY);
        PORTC = 0b00100000;
        _delay_ms(DELAY);
    }
}

void full_step_back (int num_step) {
    //For loop to repeat num_step times executing a step down
    for (int i = 0; i < num_step; ++i)
    {
        //Set PORTC pins successively to execute one step down
        //Delay after each change
        PORTC = 0b00100100;
        _delay_ms(DELAY);
        PORTC = 0b00100000;
        _delay_ms(DELAY);
        PORTC = 0b00110000;
        _delay_ms(DELAY);
        PORTC = 0b00010000;
        _delay_ms(DELAY);
        PORTC = 0b00011000;
        _delay_ms(DELAY);
        PORTC = 0b00001000;
        _delay_ms(DELAY);
        PORTC = 0b00001100;
        _delay_ms(DELAY);
        PORTC = 0b00000100;
        _delay_ms(DELAY);
    }
}

```