





## Task 1:

Write a program in Assembly language to light LED 2.  
You can use any of the four ports, but start with PORTB.  
The program should be very short! How many instructions is minimum number?

## Task 2:

Write a program in Assembly language to read the switches and light the corresponding LED.  
Example: When you press SW5, LED5 so should light.

Make an initialization part of the program and after that an infinite loop.

## Task 3:

Write a program in Assembly language to read the switches and light LED0 when you press SW5.  
For all other switches there should be no activity.

## Task 4:

Run the program in Task 3 in the simulator.

## Task 5:

Write a program in Assembly language that creates a Ring Counter. The values should be displayed with the LEDs. Use shift instructions, LSL or LSR.  
Make a delay of approximately 0.5 sec in between each count. Write the delay as a subroutine. For using the subroutine, you must initialize the Stack Pointer, SP. Include the following instructions in beginning of your program:

```
; Initialize SP, Stack Pointer
ldi r20, HIGH(RAMEND)      ; R20 = high part of RAMEND address
out SPH,R20                 ; SPH = high part of RAMEND address
ldi R20, low(RAMEND)        ; R20 = low part of RAMEND address
out SPL,R20                 ; SPL = low part of RAMEND address
```

Function, the 8 LEDs:

```
(0000 000X, 0000 00X0, 0000 0X00, 0000 X000, 000X 0000, 00X0 0000, 0X00 0000,
X000 0000)
```

## Task 6:

Write a program in Assembly language that creates a Johnson Counter in an infinite loop.

Function, the 8 LEDs:

```
(0000 000X, 0000 00XX, 0000 0XXX, 0000 XXXX, 000X XXXX, 00XX XXXX, 0XXX XXXX,
XXXX XXXX, 0XXX XXXX, 00XX XXXX, 000X XXXX, 0000 XXXX, 0000 0XXX, 0000
00XX, 0000 000X, 0000 0000)
```