```
WAVE DRIVE : -
# include < reg 52.h>
# include < stdio. h>
void delay (int);
void main ()
  do
                                   Thing is conjudicy gad
    P2: 0x01; // 0001
                                         the delay
    delay (1000);
    P2: 0x02;
                 // 00 ID
    delay (1000);
P2: 0x04;
                 110100
     delay (1000);
     P2=0x08; //1000
    3 delay (1000);
  while (1);
  void delay (int K)
     int 1, 1;
     for (i=0; i<k; i++)
         for (j=0; j<100; j++)
      3 3
```

FULL DRIVEL Hinclude ( seg 52.h) # in clude < stdio. h> void delay (int); ( Dui) Which have P2, 0x 03; //0011, deby (1000); 1000 \\ (10x0: 97 P2: 0 x 06; // 0 1 100 delay (1000); P2 - Cxc3; ∦ boll 11 1100 P2, 0x0C; (1000) HELDO); delay (1000); (2 = 0 × 02 ; 11 00 10 1/ 1001 (Lejay (1000); P2: 0 × 09; delay (1000); 92 = DxDl ; 10110 ((0001) palis); 92 = "DX (4 ) / 0100 (1000) julih void delay (rut k) P2: 0x06 ; // \$ 1100 for li=0', izk; i++) (1000); P2 = 0 × 08 ; 1/1000 (1000); Held for (j=0; j<100; j++) (0001) polating : (0001) HUGED; (x twi) mules bird 

```
HALF DRIVE: -
 # include < reg 52.h>
 #include < stdio. h>
  void delay (int);
    void main()
       P2 = 0x01; // 0001
       delay (1000);
       P2: 0x03; // DOII
       delay (1000);
       P2 = 0 x 02; // 00 10
       delay (1000);
       P2 : 0x06; //0110
       delay (1000);
       P2: UDX 04; // 0100
       delay (1000);
       P2: 0x0C; 1100
      delay (1000);
       P2 = 0 x 08; 1/1000
      delay (1000);
       P2:0x09; 1/1001
       delay (1000);
    while (1);
void delay (int k)
       (look i=0; i<k; i+1) { for (look j=0; j<100; j++) { } } } }
```