

## Background Information

See Laboratory 7 handout if you need a refresher on working with the AVR's or STK500 boards. In particular, it contains step-by-step instructions for programming the microcontroller in a Linux environment.

In addition, here are two important facts you will need for this laboratory.

1. The LEDs on the STK500 light when given a logical 0, not when given a logical 1.
2. When a switch on the STK500 is pressed it sends a logical 0 to the AVR, not a logical 1.

## Laboratory Exercises

1. Write an assembly program that "mirrors" the input received from the bank of switches on the STK500 onto the bank of LEDs. In other words, if a switch is pressed, the corresponding LED should light up; otherwise, it should not.
2. Return to your program from the last laboratory (that blinked the LEDs) and either modify it or produce a second version as follows. This time, instead of controlling the delay between your two LED patterns with a triply-nested loop, implement a 3-byte number (using 3 registers in tandem) that you can use as a single loop counter.
3. Write a program that blinks the LEDs at two different speeds in response to input from the switches. If any of the switches are pressed, the LEDs should blink at one speed; otherwise, they should blink at the other speed. This program should also use a 3-byte counter to control the length of the delay.
4. Yearn for the ability to implement your delay as a function and pass in the delay time as an argument.