

```
//
static uint8_t i;
set(led_port,from);
clear(led_port,to);
output(led_direction,from);
output(led_direction,to);
for (i = 0; i < delay; ++i)
    led_delay();
input(led_direction,from);
input(led_direction,to);
}

void led_cycle(uint8_t number, uint8_t delay) {
//
// cycle through LEDs
//
uint8_t i;
for (i = 0; i < number; ++i) {
    flash(B,A,delay);
    flash(C,A,delay);
    flash(D,A,delay);
    flash(E,A,delay);
    flash(A,B,delay);
    flash(C,B,delay);
    flash(D,B,delay);
    flash(E,B,delay);
    flash(A,C,delay);
    flash(B,C,delay);
    flash(D,C,delay);
    flash(E,C,delay);
    flash(A,D,delay);
    flash(B,D,delay);
    flash(C,D,delay);
    flash(E,D,delay);
    flash(A,E,delay);
    flash(B,E,delay);
    flash(C,E,delay);
    flash(D,E,delay);
}
}

void main(void) {
// set clock divider to /1
//
CLKPR = (1 << CLKPCE);
CLKPR = (0 << CLKPS3) | (0 << CLKPS2) | (0 << CLKPS1) | (0 << CLKPS0);
//
// main loop
char ch1, ch2, ch3, ch4;
get_char (&pin_port, pin_in, &ch1);
get_char (&pin_port, pin_in, &ch2);
get_char (&pin_port, pin_in, &ch3);
get_char (&pin_port, pin_in, &ch4);
//
while (1){
while (!(ch1==1 && ch2==2 && ch3==3 && ch4==4)){
ch1=ch2;
```