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; BlinkIt
; Version 1.0
; Date: 10/24/2014
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; -----

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BlinkIt: Simulation

The screenshot shows the assembly code for the BlinkIt program. The code includes initialization, a TestIt loop, and a Done section. A yellow arrow points to the first instruction of the TestIt loop. To the right is a 'Watch' window displaying register values:

Name	Value	Type	Location
r16	0x00 ''	Register	R16
spiLED	0x00 ''	Register	R9
SREG	0x02 '1'	I/O Register	0x003F [IO]

At the bottom of the assembly code, there is a comment: //output to display.

Figure 1: Initialize blink to 0x00

The screenshot shows the assembly code for the BlinkIT program. A red dot marks the current instruction, which is the first instruction of the TestIt loop. A yellow arrow points to the first instruction of the TestIt loop. To the right is a 'Watch' window displaying register values:

Name	Value	Type	Location
r16	0xFF 'ÿ'	Register	R16
spiLED	0x00 ''	Register	R9
SREG	0x55 'U'	I/O Register	0x003F [IO]

At the bottom of the assembly code, there is a comment: //output to display.

Figure 2: End of BlinkIT blink is complement to 0xFF, T is set.