

```
;file Guirlande.bas
```

```
TEMP          var      byte
```

```
'*****
```

```
'sortie
```

```
SYMBOL GUIR1=PORTA.0
```

```
SYMBOL GUIR2=PORTA.1
```

```
SYMBOL GUIR3=PORTA.2
```

```
SYMBOL GUIR4=PORTA.3
```

```
'*****
```

```
'définition e/s
```

```
    OUTPUT  GUIR1
```

```
    OUTPUT  GUIR2
```

```
    OUTPUT  GUIR3
```

```
    OUTPUT  GUIR4
```

```
'*****
```

```
start:
```

```
    HIGH GUIR1
```

```
    HIGH GUIR2
```

```
    HIGH GUIR3
```

```
    HIGH GUIR4
```

```
    PAUSE 500
```

```
loop:
```

```
    gosub cligno1
```

```
    gosub simple
```

```
    gosub cligno1
```

```
    gosub triple
```

```
    gosub cligno1
```

```
    gosub simple
```

```
    gosub cligno1
```

```
    gosub double
```

```
gosub clignol
gosub triple

goto loop

'*****
'sous programmes

simple:
  for TEMP= 1 to 20

    HIGH GUIR1
    LOW GUIR2
    PAUSE 500
    HIGH GUIR2
    LOW GUIR3
    PAUSE 500
    HIGH GUIR3
    LOW GUIR4
    PAUSE 500
    HIGH GUIR4
    LOW GUIR1
    PAUSE 500
  next TEMP

  HIGH GUIR1
  return

'*****
clignol:
  for TEMP= 1 to 5
```

```
    LOW GUIR1
    LOW GUIR2
    LOW GUIR3
    LOW GUIR4
    pause 500
    HIGH GUIR1
    HIGH GUIR2
    HIGH GUIR3
    HIGH GUIR4
    PAUSE 250

    next temp

    return
' *****

double:
    for TEMP= 1 to 10
        HIGH GUIR2
        HIGH GUIR4
        LOW GUIR1
        LOW GUIR3
        PAUSE 500
        LOW GUIR2
        LOW GUIR4
        HIGH GUIR1
        HIGH GUIR3
        PAUSE 500
    next temp

    HIGH GUIR3
    HIGH GUIR4
    return

' *****
```

```
triple:
  for TEMP= 1 to 20
    HIGH GU1R1
    LOW GU1R2
    LOW GU1R3
    LOW GU1R4
    PAUSE 500
    HIGH GU1R2
    LOW GU1R1
    PAUSE 500
    HIGH GU1R3
    LOW GU1R2
    PAUSE 500
    HIGH GU1R4
    LOW GU1R3
    PAUSE 500
  next temp
  HIGH GU1R1
  HIGH GU1R2
  HIGH GU1R3
  return
```

```
END
```