CS150 - Computer Organization and Architecture
Homework #7 - Spring 2024

Build two subroutines in CS150 AVR assembly language to turn on and turn off the LED marked L on your arduino board. The first subroutine named TurnLedOn will turn on the LED marked L on your arduino board. The second subroutine named TurnLedOff will turn off the LED marked L on your arduino board. Your LED does not need to turn on or off more than once for this assignment.

You should probably use a simulator when building your subroutines so that you gain increased visibility into what is happening inside the ATmega328. Be advised that if your code is correct, the LED in the Norfair console window will illuminate and darken when your subroutines are called.