Prior to our full entry into AVR Assembly Language, let’s confirm the successful uploading of some C code to the DDBV7. After configuring your Sparkfun AVR Pocket Programmer through AVRDUDE from crash-bang’s tutorial (<http://www.crash-bang.com/using-usbtiny-with-atmelstudio/>) and video (<https://www.youtube.com/watch?v=Af5P79IzcyE>), create your first ATtiny84 project in AS7, enter his sample code I’ve provided below, and attempt to upload it.

### 1. GCC C

/\*

\* CBlink.c

\*

\* Created: 3/30/2023 2:04:59 PM

\* Author : Crash-Bang

\* Reference:http://www.crash-bang.com/using-usbtiny-with-atmelstudio/

\*/

#include <avr/io.h>

#define *F\_CPU* 16000000UL // 16 MHz

#include <util/delay.h>

int main(void)

{

// Configure the LED pin for output...

DDRA |= 1<<PA4;

while (1)

{

// Turn the LED On temporarily

PORTA |= 1<<PA4;

*\_delay\_ms*(100);

// Turn it off for a longer duration

PORTA &= ~(1<<PA4);

*\_delay\_ms*(1000);

}

}