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);

 }

}