Program code:

```c
; *************************************************
; * T2 * Turning on the LEDs, connected to
;   bit 1 and bit 7 of PORT B by setting RA1
;   and RA7 to high.
;   Internal clock frequency 37 kHz, Tcm = 108 μs
; ************************************************* 
list p=16f628, r=hex ; declare processor, 
    ; specifying the radix
#include p16f628.inc ; include register label
    ; definitions
__config h'3f10' ; configuration
    ; information
    ; for selected processor
errorlevel -302 ; turn off banking 
    ; message
movlw h'07' ;07 -> w
movwf cmcon ; w->cmcon, comparators off
clrf porta ; clear PORTA output latches
clrf portb ;initializes PORTB
bsf status, rp0 ;bank 1
bcf pcon, oscf ;internal gen.32 kHz,
                ; Tcm=108μs
clrf trisa ;PORTA for output
clrf trisb ;PORTB for output
bcf status, rp0 ;bank 0
```

Test 2. Turn on the LEDs connected to various lines of port B
bsf portb, 0 ; LED 0 on
bsf portb, 7 ; LED 7 on
goto $ ; go to self
    ; loop here forever

end
    ; ***********************************************

Note:
The LED on RA5 is turned on despite of initializing port A and port B with 0x00:
    clrf porta ; clear PORTA output latches
    clrf portb ; initializes PORTB
because it is ~MCLR line.
RB0 and EB7 lines are set to high with the instructions:
    bsf portb, 0 ; LED 0 on
    bsf portb, 7 ; LED 7 on

Another way for turning selected LEDs on will be copying the bitmap mask to portB. It will be subject of test 3.
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