Test 2. Turn on the LEDs connected to various lines of port B

Program code:

```c
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

bsf status, rp0 ;bank 0
```
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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