


```
255, 255, 255, 0, 0, 255, 0, 255, 255, 255, 255, 255, 255, 255, 255, 0, 0, 255, 0, 255,
255, 255, 255, 255, \
255, 255, 255, 0, 0, 255, 0, 255, 255, 255, 255, 255, 255, 255, 255, 0, 0, 255, 0, 255,
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255, 255, 255, 0, 0, 255, 0, 255, 255, 255, 255, 255, 255, 255, 255, 0, 0, 255, 0, 255,
255, 255, 255, 255, \
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0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, \
0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, \
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0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, \
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0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, \
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0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, \
0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, \
0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255, 0, 0, 0, 0, 0, 255
```

```
};
```

```
USART_SendNumber(USARTx, 201);
USART_SendNumber(USARTx, 185);
USART_SendNumber(USARTx, 215);
USART_SendNumber(USARTx, 157);
```

```
for (i=0; i<1200; i++)
    USART_SendNumber(USARTx, ch[i]);
```

```
}
```