```
 1: //For 0 Degree Angle
 2: void rotation_0() {
 3:      unsigned int i;
 4:      for(i=0;i<50;i++)
 5:      {
 6:           portb.f0=1;
 7:           delay_us(800);
 8:           portb.f0=0;
 9:           delay_us(19200);
10:      }
11: }
12: //For 90 Degree Angle
13: void rotation_90() {
14:      unsigned int i;
15:      for(i=0;i<50;i++)
16:      {
17:           portb.f0=1;
18:           delay_us(1500);
19:           portb.f0=0;
20:           delay_us(18500);
21:      }
22: }
23: //For 180 Degree Angle
24: void rotation_180() {
25:      unsigned int i;
26:      for(i=0;i<50;i++)
27:      {
28:           portb.f0=1;
29:           delay_us(2200);
30:           portb.f0=0;
31:           delay_us(17800);
32:      }
33: }
34: void main() {
35:      TRISB=0x00;  //PORTB as Output
36:      while(1)
37:      {
38:         //Generating rotation
39:         rotation_0();
40:         delay_ms(1000);
41:         rotation_90();
42:         delay_ms(1000);
43:         rotation_180();
44:         delay_ms(1000);
45:      }
46: }
```