

```
#include "Main.h"
void find_max ( void )
{
    max_val = PD0 ;
    max_no =0;
    if ( PD1 > max_val )
    {
        max_val = PD1;
        max_no =1;
    }
    if ( PD2 > max_val )
    {
        max_val = PD2;
        max_no =2;
    }
    if ( PD3 > max_val )
    {
        max_val = PD3;
        max_no =3;
    }
    if ( PD4 > max_val )
    {
        max_val = PD4;
        max_no =4;
    }
    if ( PD5 > max_val )
    {
        max_val = PD5;
        max_no =5;
    }
    if ( PD6 > max_val )
    {
        max_val = PD6;
        max_no =6;
    }
    if ( PD7 > max_val )
    {
        max_val = PD7 ;
        max_no =7;
    }
}
```