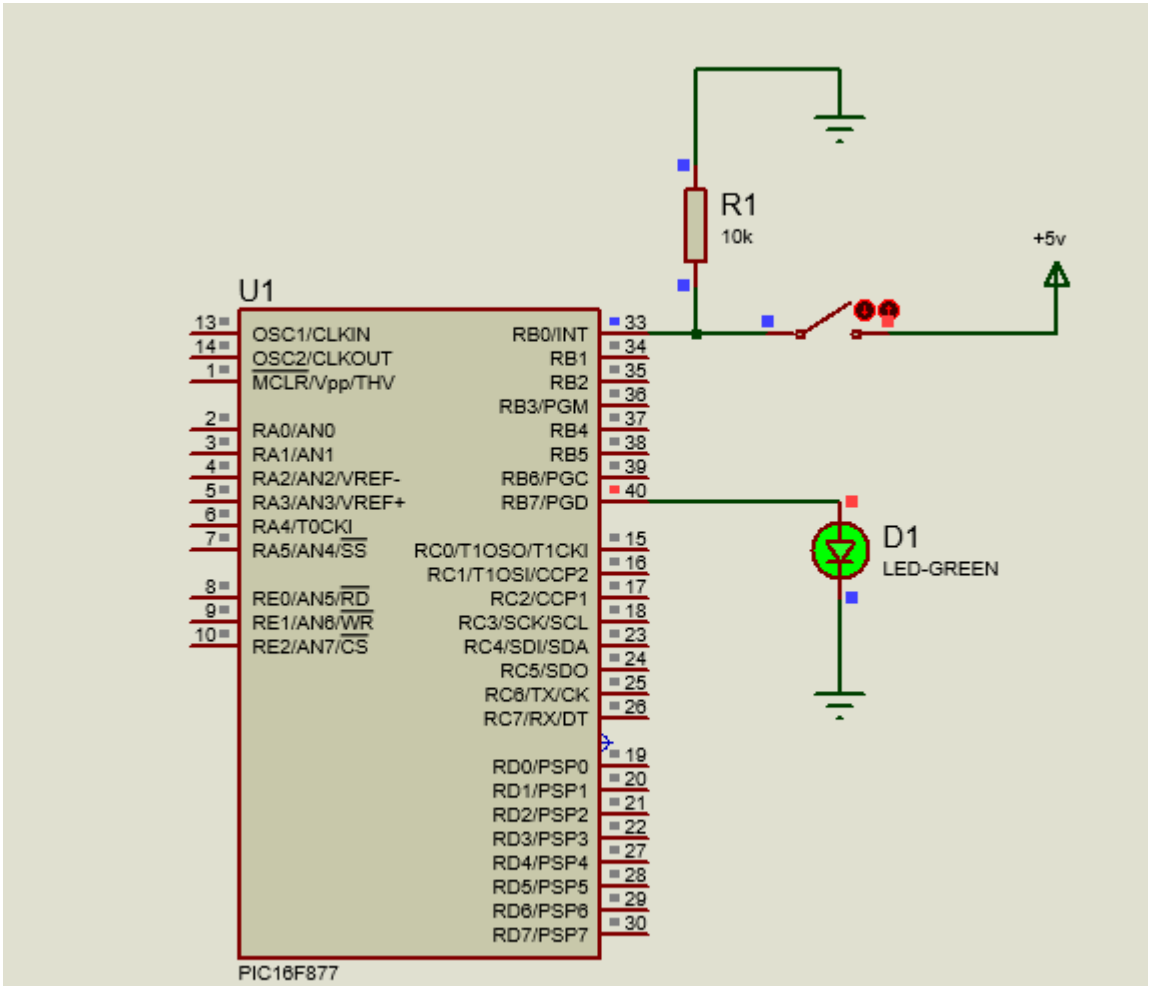
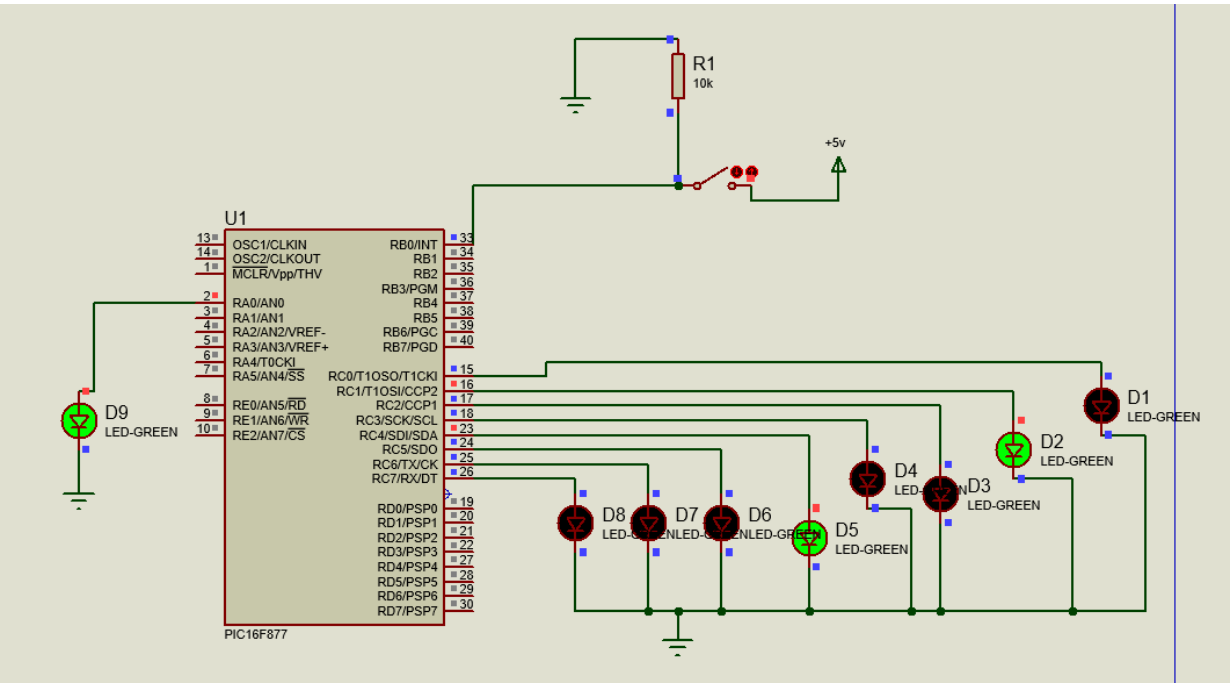
```c
#include <xc.h>                                 // Task 1

void __interrupt() ISR(void)
{


         if(INTCONbits.INTF==1){
             RB7=~RB7;
             INTCONbits.INTF=0;
         }

}

void main(void)
{

    TRISBbits.TRISB7 = 0;

    TRISBbits.TRISB0 = 1;

    INTCONbits.INTE=1;
    INTCONbits.INTF=1;
    INTCONbits.GIE=1;


    OPTION_REGbits.INTEDG = 0;

    while(1){}

}
```



Task 2

```
PORTBbits.RB1 =  ! PORTBbits.RB1;   // Correct toggle using logical NOT

! (logical NOT) inverts the truth value:

If RB1 = 0 → ! RB1 = 1

If RB1 = 1 → ! RB1 = 0
```

```
#include <xc.h>

void __interrupt() ISR(void)
{
     if(INTCONbits.INTF==1){
             RA0=~RA0;
             INTCONbits.INTF=0;
       }
}

void main(void)
{

    TRISAbits.TRISA0 = 0;
    TRISBbits.TRISB0 = 1;

    TRISC=0x00;

    INTCONbits.INTE=1;
    INTCONbits.INTF=1;
    INTCONbits.GIE=1;

    OPTION_REGbits.INTEDG = 0;

    while(1){  PORTC=0x12; }

}
```



Task 3

```
#include <xc.h>

void __interrupt() ISR(void)
{
         if(INTCONbits.INTF==1){

            PORTBbits.RB1=1;
            INTCONbits.INTF=0;
        }
}
void main(void)
{

    TRISBbits.TRISB0 = 1;
    TRISBbits.TRISB1 = 0;

    TRISC=0xFF;
    TRISD=0x00;

    INTCONbits.INTE=1;
    INTCONbits.INTF=1;
    INTCONbits.GIE=1;

    OPTION_REGbits.INTEDG = 0;

    while(1){    PORTD=PORTC; }

}
```

PORTBbits.RB1 = ! PORTBbits.RB1;