**Timer 0**

#pragma config FOSC = HS

#pragma config WDTE = OFF

#pragma config PWRTE = OFF

#pragma config CP = OFF

#pragma config BOREN = ON

#pragma config LVP = OFF

#pragma config CPD = OFF

#pragma config WRT = OFF

#pragma config DEBUG = OFF

#include <xc.h>

#define \_XTAL\_FREQ 20000000

#define LED RD0

void t0Delay();

void main() {

TRISDbits.TRISD0 = 0;

OPTION\_REG = 0x07;

while(1){

LED = 1;

t0Delay();

LED = 0;

t0Delay();

}

}

void t0Delay(){

for(int i=0; i<76; i++){

while(!T0IF);

T0IF=0;

}

}

**Timer 1**

#pragma config FOSC = HS

#pragma config WDTE = OFF

#pragma config PWRTE = OFF

#pragma config CP = OFF

#pragma config BOREN = ON

#pragma config LVP = OFF

#pragma config CPD = OFF

#pragma config WRT = OFF

#pragma config DEBUG = OFF

#include <xc.h>

#define \_XTAL\_FREQ 20000000

#define LED RD0

void t1Delay();

void main() {

TRISDbits.TRISD0 = 0 ;

T1CON = 0x31;

while(1){

LED = 1;

t1Delay();

LED = 0;

t1Delay();

}

}

void t1Delay(){

for(int i=0; i<9; i++){

TMR1H = TMR1L = 0;

while(!TMR1IF);

TMR1IF=0;

}

}

**Timer 2**

#pragma config FOSC = HS

#pragma config WDTE = OFF

#pragma config PWRTE = OFF

#pragma config CP = OFF

#pragma config BOREN = ON

#pragma config LVP = OFF

#pragma config CPD = OFF

#pragma config WRT = OFF

#pragma config DEBUG = OFF

#include <xc.h>

#define \_XTAL\_FREQ 20000000

#define LED RD0

void t2Delay();

void main() {

TRISDbits.TRISD0 = 0;

T2CON = 0x78;

while(1){

LED = 1;

t2Delay();

LED = 0;

t2Delay();

}

}

void t2Delay(){

unsigned int i;

T2CON |= (1<<2);

for(i=0;i<1220;i++){

while(!TMR2IF);

TMR2IF = 0;

}

}