

## Practical No 6

### Timer programming ISR based buzzer on/off :

Input:

```
#include <xc.h>

#include<pic18f4550.h>

#define Buzzer LATAbits.LATA5

unsigned int count=0;

void interrupt Timer1_ISR(){

    if(TMR1IF==1){

        TMR1L=0x20;

        TMR1H=0xD1;

        count++;

        if(count>=1000){

            Buzzer=~Buzzer;

            count=0;

        }

        TMR1IF =0;

    }

}

void main(void) {

    TRISB=0;

    TRISAbits.TRISA5=0;

    GIE=1;

    PEIE=1;
```

```
TMR1IE=1;
TMR1IF=0;
T1CON=0x20;
TMR1L=0x20;
TMR1H=0xD1;
TMR1ON=1;
while(1);
return;
}
```

