

```
1: #define BOTAO_1 RA1
2: #define BOTAO_2 RA2
3:
4: int x;
5: void main() {
6:   TRISA.BOTAO_1 = 1;
7:   TRISA.BOTAO_2 = 1;
8:   TRISB = 0b00000000;
9:   PORTB=0b00111111;
10:
11:   while(1){
12:
13:     if(PORTA.BOTAO_1 == 0 ){
14:       x++;
15:
16:       switch(x){
17:
18:         case 1 : ("1");
19:         Delay_ms(500);
20:         PORTB=0b00000110;
21:         break;
22:
23:         case 2 : ("2");
24:         Delay_ms(500);
25:         PORTB=0b01011011;
26:         break;
27:
28:         case 3 : ("3");
29:         Delay_ms(500);
30:         PORTB=0b01001111;
31:         break;
32:
33:         case 4 : ("4");
34:         Delay_ms(500);
35:         PORTB=0b01100110;
36:         break;
37:
38:         case 5 : ("5");
39:         Delay_ms(500);
40:         PORTB=0b01101101;
41:         break;
42:
43:         case 6 : ("6");
44:         Delay_ms(500);
45:         PORTB=0b01111101;
46:         break;
47:
48:         case 7 : ("7");
49:         Delay_ms(500);
50:         PORTB=0b00000111;
51:         break;
52:
53:         case 8 : ("8");
54:         Delay_ms(500);
55:         PORTB=0b01111111;
56:         break;
57:
58:         case 9 : ("9");
59:         Delay_ms(500);
60:         PORTB=0b01101111;
61:         break;
62:
```

---

```
63:     case 10 :("10");
64:     Delay_ms(500);
65:     PORTB=0b00111111;
66:     break;
67:
68: }
69:     if (x >= 10) {//Se x for maior ou igual a 10
70:         x = 0;//Atribui 0 a contador
71:     }
72: }
73: if(PORTA.BOTAO_2 == 0) {
74:     PORTB=0b00111111;
75:     x--x;
76: }
77: }
78: }
79:
```