MAIN CODE:

#include<htc.h>

#include<stdio.h>

#define \_XTAL\_FREQ 4000000

#pragma config WDT=OFF

#pragma config LVP=OFF

#pragma config OSC=HS

#pragma config PWRT=ON

#pragma config DEBUG=OFF

#define vib PORTBbits.RB5

#define motorclk PORTBbits.RB0

#define motoraclk PORTBbits.RB1

#define gsmtx PORTCbits.RC6

#define gsmrx PORTCbits.RC7

#define limitswitch PORTDbits.RD0

#define buzzer PORTCbits.RC1

void ms\_delay(int itime);

void main()

{

TRISBbits.RB5=1; //input from vib(sw420)

TRISBbits.RB0=0;

TRISBbits.RB1=0;

TRISCbits.RC6=0;

TRISCbits.RC7=1; //rx pin of gsm module

TRISDbits.RD0=1; //input from limit switch

TRISCbits.RC1=0;

ms\_delay(10);

while(1)

{

if(vib==1)

{

motorclk=1;

motoraclk=0;

ms\_delay(10);

buzzer=1;

ms\_delay(10);

if(limitswitch==1)

{

motorclk=0;

motoraclk=0;

ms\_delay(10);

buzzer=0;

ms\_delay(10);

ms\_delay(10);

}

}

}

}

void ms\_delay(int itime)

{

int i,j;

for(i=0;i<itime;i++)

for(j=0;j=1256;j++);

}

GSM CODE:

#include<htc.h>

#include<stdio.h>

#define \_XTAL\_FREQ 4000000

#pragma config WDT=OFF

#pragma config LVP=OFF

#pragma config OSC=HS

#pragma config PWRT=ON

#pragma config DEBUG=OFF

#define gsmtx PORTCbits.RC6

#define gsmrx PORTCbits.RC7

void ms\_delay(int itime);

void gsm\_init();

void sms(unsigned int \*num,unsigned char \*msg);

void tx\_str(unsigned char \*a);

void tx(unsigned char b);

void main()

{

TRISCbits.RC6=0;

TRISCbits.RC7=1;

while(1)

{

void gsm\_init();

sms(9665590306,"SOS");

}

}

void ms\_delay(int itime)

{

int i,j;

for(i=0;i<itime;i++)

for(j=0;j=1256;j++);

}

void gsm\_init()

{

TXSTA=0x24;

RCSTA=0xA0;

SPBRG=19;

TXIF=0;

RCIF=0;

}

void sms(unsigned int \*num,unsigned char \*msg)

{

tx("AT");

tx(0x0d); //end of response

ms\_delay(10);

tx("AT+CMGF=1"); //AT+CMGF is message format and 0=pdu mode,1=sms mode

tx(0x0d);

tx\_str("AT+CMGS="9665590306); //to send sms AT+CMGS="+31638740161".Response is > type text and end with ctrlz

tx(0x0d);

tx("sos");

tx(0x1a);

//tx("AT+CMGS=");

//tx('"');

//while(\*num1)

//tx(\*num1++);

//tx('"');

//tx(0x0d);

//ms\_delay();

//while(\*msg)

//tx(\*msg++);

//tx(0x1a);

ms\_delay();

}

void tx(unsigned char b)

{

TXREG=a;

while(!TXIF);

TXIF;

}