**Input:**

#include<xc.h>

#include<plib/delays.h>

#include <pic18f4550.h>

#define direction TRISB

void delay\_ms(unsigned int val);

void main()

{

OSCCON=0x72;

direction=0;

PORTB = 0;

while(1)

{

PORTB = 0xFF;

delay\_ms(1000);

PORTB = 0x00;

delay\_ms(1000);

}

}

void delay\_ms(unsigned int val)

{

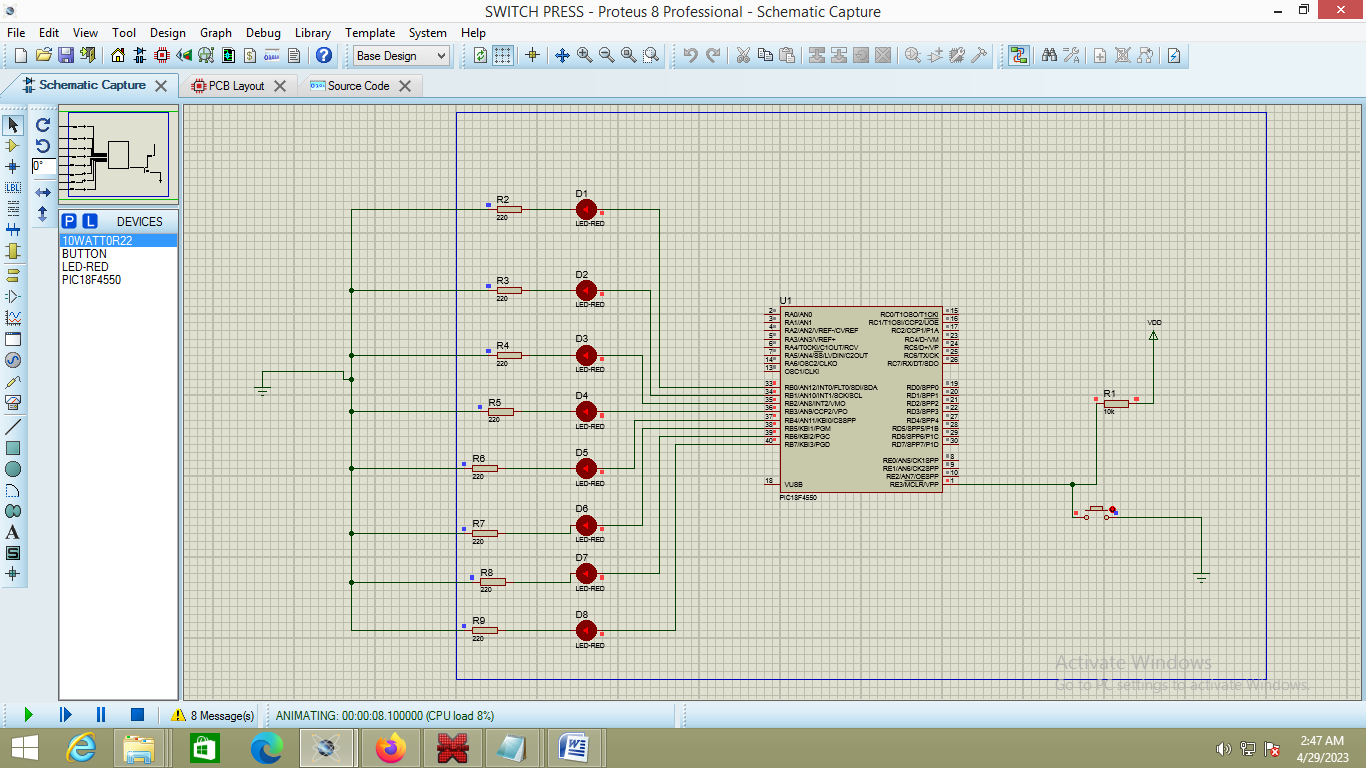
unsigned int i,j;

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

for(j=0;j<165;j++);

}

**Output:**

****