#include <p18f4550.h>

#include "vector\_relocate.h"

#define lrbit PORTBbits.RB1 // SW0 interfaced to RB1

#define rlbit PORTBbits.RB0 // SW1 interfaced to RB0

#define buzzer PORTCbits.RC2 // Buzzer interfaced to RC2

#define relay PORTCbits.RC1 // Relay interfaced to RC1

void msdelay(unsigned int time);

void main() {

unsigned char val = 0;

INTCON2bits.RBPU = 0;

ADCON1 = 0x0F;

TRISBbits.RB0 = 1;

TRISBbits.RB1 = 1;

TRISCbits.TRISC1 = 0;

TRISCbits.TRISC2 = 0;

TRISD = 0x00;

PORTD = 0x00;

buzzer = 0;

relay = 0;

while (1) {

if (!lrbit) {

val = 1;

PORTD = 0x01;

}

if (!rlbit) {

val = 2;

PORTD = 0x80;

}

if (val == 1) {

buzzer = 1;

relay = 1;

PORTD = PORTD << 1;

if (PORTD == 0x00)

PORTD = 0x01;

msdelay(250);

}

if (val == 2) {

buzzer = 0;

relay = 0;

PORTD = PORTD >> 1;

if (PORTD == 0x00)

PORTD = 0x80;

msdelay(250);

}

}

}

void msdelay(unsigned int time) {

unsigned int i, j;

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

for (j = 0; j < 710; j++);

}