#include <p18f4550.h>

#include "vector\_relocate.h"

#define SW0 PORTBbits.RB1

#define SW1 PORTBbits.RB0

#define BUZZER PORTCbits.RC2

#define RELAY PORTCbits.RC1

#define LED\_PORT PORTD

#define LED\_TRIS TRISD

void msdelay(unsigned int time);

void main() {

unsigned char sw\_status = 0;

INTCON2bits.RBPU = 0;

ADCON1 = 0x0F;

TRISBbits.RB0 = 1;

TRISBbits.RB1 = 1;

TRISCbits.TRISC1 = 0;

TRISCbits.TRISC2 = 0;

LED\_TRIS = 0x00;

BUZZER = 0;

RELAY = 0;

LED\_PORT = 0x00;

while (1) {

if (!SW0) {

RELAY = 1;

BUZZER = 1;

sw\_status = 1;

}

if (!SW1) {

RELAY = 0;

BUZZER = 0;

sw\_status = 2;

for (int i = 0; i < 5; i++) {

LED\_PORT = 0xFF;

msdelay(500);

LED\_PORT = 0x00;

msdelay(500);

}

}

}

}

void msdelay(unsigned int time) {

unsigned int i, j;

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

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

}