#include <p18f4550.h>

#include "vector\_relocate.h"

#define lrbit PORTBbits.RB1

#define rlbit PORTBbits.RB0

#define buzzer PORTCbits.RC2

#define relay PORTCbits.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;

if (!rlbit)

val = 2;

if (val == 1) {

buzzer = 1;

relay = 1;

PORTD = 0xFF;

msdelay(250);

PORTD = 0x00;

msdelay(250);

}

if (val == 2) {

buzzer = 0;

relay = 0;

PORTD = 0x03;

msdelay(250);

for (int i = 0; i < 3; i++) {

PORTD <<= 1;

msdelay(250);

}

PORTD = 0x00;

}

}

}

void msdelay(unsigned int time) {

unsigned int i, j;

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

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

}