

Write a program to do the following.

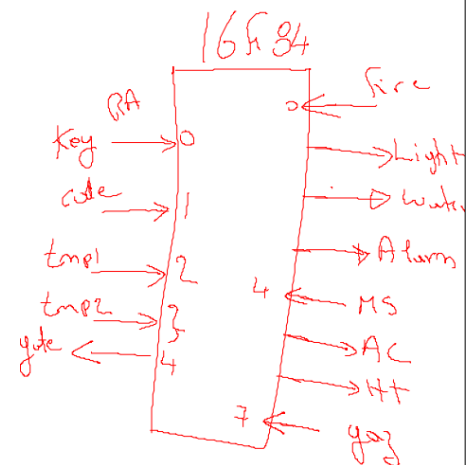
```

if code == 0 key
{
    Light on,
    MS off
    open gate
    if temperature is "00"
        AC, HT off
    else if temp = "20"
        AC on, HT off
    else if temp = "40"
        HT on, AC off
}
else gate closed,
    Light off
    MS on
end
    
```

any time

```

if Fire
{
    Drop water
    AC, HT off
    Alarm on
    open gate
    loop to drop
    wait until key
}
if MS
    closed gate
    Alarm on
    HT on
    flash light
    wait until key
if gas
    check fire
    open gate
    Alarm
    
```



```

#include "16F84.inc"
#define Key PortA,0
      "      Low  " 1
      "      Temp1 4 2
      "      Temp2 1 3
      "      goto 1 4
# }
Fire PortB,7
Lite 1
Water 2
Alarm 3
Gas 4
AC 5
HT 6
MS 7
CBlock 0x0C
endC

```

```

ORG 0x000
goto Main

ORG 0x004
{ save w, status
  BTFSS INTCON, RBIF
  goto RBINT

  BTFSS Fire
  goto GasINT
  water
  goto
  BTF
  goto
  BSR Alarm
  BCF HT
  BCF AC
  BTFSS Key
  goto J-1
  goto Main

```

```

GasINT BSR goto
      BSR Alarm
      BTFSS Fire
      goto FireExt
      BCF INTCON, RBIF
      goto Restore
      RBINT BCF goto
      BSR Alarm
      BSR HT
      BSR Intcon, GIE BSR Light
      BSR Delay.
      BCF Light
      CBR Delay.
      BTFSS Key
      goto J-5
      goto Main

```

Restore

{ Restore w, status

RET FEE

Main

Code Setup

BTFSS Key

goto \$-1

BTFSS code

goto \$-3

BSF high

BSF goto

MS000

BCF INTCON, INT

ReadImp

BTFSC

goto

BTFSC

goto

BCR

BCR

goto

ACON BSR

BCR

goto

HTON BSR

BCR

goto

tmp1

ACON

tmp2

HTON

AC

HT

ReadImp

AC

HL

ReadImp

HT

AC

ReadImp

Setup CIR F PortA

CIR F PortB

BSF Status, RP0

MOVLW B'00001111'

MOVWF TRISA

MOVLW B'10010001

MOVWF TRISB

MOVLW B'10011000'

MOVWF INTCON

BCR Status, RP0

RETURN