```
;**** lab4 switch debounce **********
 2
    3
 4
 5
           PROCESSOR PIC16F628
           #include <P16F628.INC>
                   _CP_OFF & _MCLRE_OFF & INTRC OSC NOCLKOUT & LVP OFF &
 7
            CONFIG
           WDT OFF
 8
 9
   ;***** Define general purpose registers for temporary variables
10
           cblock 0x20
11
              temp
12
              temp1
13
              count
14
              count0
15
              count1
16
              count2
17
           endc
   18
           ORG 0 \times 00 ; Reset Vector goto main ; vector to main program
19
          ORG
20
21
22
   main:
23
          call
                init
                           ; calling initialization subroutine
24
25 L1:
26
          btfsc PORTA, 1
27
           goto
                 L2
28
29
           movlw .10
30
           call
                 DelayMS
31
32
          btfsc PORTA, 1
33
           goto
                 L2
34
35
          bsf PORTB, 1
36
37 L2:
                         ; Check if the switch is pressed?
38
           btfsc PORTA, 0
39
                           ; No the switch is not pressed
           goto L3
40
41
           movlw
                  .10
                           ; Yes the switch is pressed then delay for 10mS
42
                 DelavMS
                           ; by calling the time delay subroutine
           call
43
                         ; Check again if the switch is still pressed?
44
           btfsc PORTA, 0
45
           goto
                  L3
                            ; No then go back to check the switch again
46
47
           bsf
                PORTB, 0
                         ; Yes the switch is still pressed
48
                            ; then turn on the LED
49
50 L3:
51
                 PORTA, 0 ; Check if switch is released?
           btfss
52
                            ; No the switch is still pressed
           goto
                 L4
53
                 PORTB, 0
54
          bcf
                           ; Yes the switch is released
55
                            ; then turn off the LED
56
57 L4:
58
           btfss PORTA, 1
59
                 L1
           goto
60
           bcf
                 PORTB, 1
61
62
           goto
                 L1
                            ; Go back and repeat the loop again
63
   ;********* Subroutine **********
64
65
66
   init:
67
          movlw .7
```

```
68
            banksel CMCON
 69
            movwf CMCON
                              ; disable analog comparator
 70
            banksel TRISB
 71
            movlw 0 \times 00
            movwf TRISB
 72
                              ; PORTB is output port
 73
            movlw 0xFF
 74
            movwf
                  TRISA
                              ; PORTA is input port
 75
            banksel PORTB
 76
             clrf PORTB
 77
             return
 78
 79
    DelayMS:
 80
            movwf count2
 81
             incf
                    count2,f
             decfsz count2,f
 82
 83
             goto
                    $+2
                   $+3
 84
             goto
             call Delay1MS goto $-4
 85
 86
 87
             return
 88
 89 Delay1MS:
 90
            movlw .50
                              ; 1 cyc
             movwf count1
 91
                              ; 1 cyc
 92 outterloop:
 93
            movlw .5
                               ; 1 cyc * count1
 94
                               ; 1 cyc * count1
             nop
 95
             movwf count0
                              ; 1 cyc * count1
 96 innerloop:
 97
            decfsz count0,F
                              ; 1 cyc * count1 * count0
98
             goto innerloop ; 2 cyc * count1 * count0
99
             decfsz count1,F ; 1 cyc * count1
100
            goto    outterloop ; 2 cyc * count1
101
            return
                              ; 1 cyc
            ; total = 3 + (6+3.count0).count1
102
103
            ; count0 = 5 , count1 = 50, total = 1053 cyc ??
104
105
            END
106
107
108
109
110
111
112
113
114
115
116
117
118
119
120
121
122
123
124
125
126
127
```