#include<pic.h>

#define \_XTAL\_FREQ 4000000

#define RS RE0

#define EN RE1

#define LCD PORTA

int count=0;

void delay(int x)

{

while(x--);

}

void pulse()

{

EN=1;

delay(1000);

EN=0;

delay(1000);

}

void command(char data)

{

RS=0;

LCD=data;

pulse();

}

void data(char data)

{

RS=1;

LCD=data;

pulse();

}

void interrupt intr()

{

if(T0IF==1)

{

count++;

command(0X80);

int m,n,s,p;

m=count/1000;

n=(count%1000)/100;

s=(count%100)/10;

p=count%10;

data(m+48);

data(n+48);

data(s+48);

data(p+48);

if((count>125)&&(count<130))

{

RC1=1;

\_\_delay\_ms(100);

RC1=0;

\_\_delay\_ms(100);

}

if((count>250)&&(count<255))

{

RC1=1;

\_\_delay\_ms(100);

RC1=0;

\_\_delay\_ms(100);

}

T0IF=0;

TMR0=131;

}

}

void timer(int a, int b, int c)

{

if(count<=a)

{

RC5=1;

}

if((count>a)&&(count<b))

{

RC5=0;

RC6=1;

}

if((count>b)&&(count<c))

{

RC6=0;

RC7=1;

}

}

void main()

{

TRISE=0X00; PORTE=0X00;

TRISC=0X00; PORTC=0X00;

TRISD=0X00; PORTD=0X00;

ANSEL=0; ANSELH=0;

T0IE=1;

GIE=1;

INTE=1;

//PEIE=1; peripheral interrupt

OPTION=0X07;

TMR0=131;

command(0X38);

command(0X0C);

while(1)

{

timer(250,260,500);

}

}