

To read a switch, you must assign the corresponding port pin as input then read the states of that pin, it will be either on (1) or off (0)

Here is a code example

```
void main() {

Trisb=0b00001101;
Portb=0;
//Trisb.F0=1;
//trisb.F1=0;
//portb.F1=1;

portb.F1=1;
delay_ms(500);
portb.F1=0;
delay_ms(500);

while(1){
if(portb.F0==0){ /// check pin state to know if the switch is clicked or not

portb.F1=1;
delay_ms(500);
portb.F1=0;
delay_ms(500);

}
}
}
```

Two push buttons

```
int flag;

void main() {
Trisb=0b00000101;
Portb=0X00;

while(1){
if(portb.f0==0 || flag==1){
Portb.F1=1;
flag=1;
}

if(portb.F2==1 || flag==0){
Portb.F1=0;
flag=0;
}
delay_ms(100);
}
}
```

Using one push button to turn a led on and off

```
int flag;
void main() {
    trisb=0b00000101;
    portb=0x00;

    while(1){

        if(portb.f2==1){
            portb.f1=1;
            flag=1;
            delay_ms(100);
        }

        if(portb.f2==1){
            delay_ms(100);
        }
        if(portb.f2==0 && flag==1){
            portb.f1=0;
            flag=0;
            delay_ms(100);
        }
    }
}
```