

```

1 //=====
2 //
3 // Step 05
4 // DigitalIn Switch
5 // JP2 (2-3)  JP3 (2-3)  JP4 (2-3)  JP5 (2-3)  JP6 (2-3)
6 //
7 //=====
8
9 #include "mbed.h"
10
11 DigitalIn  swL (p18);    // JP2 (2-3)
12 DigitalIn  swU (p19);    // JP3 (2-3)
13 DigitalIn  swD (p20);    // JP4 (2-3)
14 DigitalIn  swR (p21);    // JP5 (2-3)
15 DigitalIn  swE (p22);    // JP6 (2-3)
16
17 DigitalOut led1 (LED1);
18 DigitalOut led2 (LED2);
19 DigitalOut led3 (LED3);
20 DigitalOut led4 (LED4);
21 DigitalOut led5 (p26);
22
23 //-----
24 // Main
25 //-----
26 int main()
27 {
28     swL.mode(PullUp);      // Pull Up
29     swU.mode(PullUp);      // Pull Up
30     swD.mode(PullUp);      // Pull Up
31     swR.mode(PullUp);      // Pull Up
32     swE.mode(PullUp);      // Pull Up
33
34     while(1)
35     {
36         if( swL == 0 )      // sw ON 0.3s blink
37         {
38             led1 = !led1;
39         }
40         if( swU == 0 )
41         {
42             led2 = !led2;
43         }
44         if( swD == 0 )
45         {
46             led3 = !led3;
47         }
48         if( swR == 0 )
49         {
50             led4 = !led4;
51         }
52         if( swE == 0 )
53         {
54             led5 = !led5;
55         }
56         wait(0.3);          // Wait 0.3s
57     }
58 }
59

```