

```

1 //=====
2 //
3 // Step 06
4 // InterruptIn swL
5 // JP2(2-3) JP3(2-3)
6 //
7 //=====
8
9 #include "mbed.h"
10
11 InterruptIn swL(p18); // JP2(2-3)
12 DigitalIn swU(p19); // JP3(2-3)
13
14 DigitalOut led1(LED1);
15 DigitalOut led2(LED2);
16 DigitalOut led4(LED4);
17
18 //-----
19 // Interrupt SW Input
20 //-----
21 void int_swL(void)
22 {
23     led1 = !led1;
24 }
25
26 //-----
27 // Main
28 //-----
29 int main(void)
30 {
31     swL.mode(PullUp); // Pull Up
32     swU.mode(PullUp); // Pull Up
33     swL.fall(&int_swL);
34
35     while(1)
36     {
37         if( swU == 0 )
38         {
39             led2 = !led2;
40         }
41
42         led4 = !led4;
43
44         wait(0.3); // Wait 0.3s
45     }
46 }
47 }

```