#include "mbed.h"

InterruptIn button(USER\_BUTTON);

DigitalOut led(LED1);

double delay = 0.5; // 500 ms

void pressed()

{

delay = 0.1; // 100 ms

}

void released()

{

delay = 0.5; // 500 ms

}

int main()

{

// Assign functions to button

button.fall(&pressed);

button.rise(&released);

while (1) {

led = !led;

wait(delay);

}

}

