```
* intervalTimer.h
  Created on: Sep 22, 2014
      Author: coltmt
#ifndef INTERVAL_TIMER_H_
#define INTERVAL_TIMER_H_
#include <stdint.h>
#include "xparameters.h"
uint32 t intervalTimer start(uint32 t timerNumber);
* Starts the timer indicated by input parameter
* Parameter: timerNumber
* Returns: Boolean true if started
              Boolean false if failed to start
uint32_t intervalTimer_stop(uint32_t timerNumber);
* Stops the timer indicated by input parameter
* Parameter: timerNumber
* Returns:
               Boolean true if stopped
               Boolean false if failed to stop
uint32 t intervalTimer reset(uint32 t timerNumber);
 * Resets the timer indicated by input parameter
* Parameter: timerNumber
* Returns: Boolean true if reset
              Boolean false if failed to reset
uint32_t intervalTimer_init(uint32_t timerNumber);
* Initializes the timer indicated by input parameter
* Parameter: timerNumber
* Returns: Boolean true if initialized
               Boolean false if failed to initialize
uint32_t intervalTimer_initAll();
* Initializes all three timers
* Returns: Boolean true if timers initialized
               Boolean false if failed to initialize
uint32_t intervalTimer_resetAll();
* Resets all three timers
* Returns: Boolean true if timers reset
               Boolean false if failed to reset
uint32_t intervalTimer_testAll();
* Verifies operation of timers
* Returns: Boolean true if timers passed test
               Boolean false if failed test
 * Comments: Test results printed in console
uint32_t intervalTimer_runTest(uint32_t timerNumber);
* Verifies operation of timer indicated by input parameter
* Parameter: timerNumber
               Boolean true if timers passed test
   Returns:
               Boolean false if failed test
```

intervalTimer.h

```
* Comments: Test results printed in console
*/
uint32_t intervalTimer_getTotalDurationInSeconds(uint32_t timerNumber, double *seconds);
/*
    * Reads the time on the timer registers
    * Parameters: timerNumber
    * seconds
* Comments: seconds passed in by reference and modified in function
*/
```

#endif