```
#include "mbed.h"
#include "pinout.h"
#include "to_7seg.h"
 6
               g_seven_seg(SGA_PIN, SGB_PIN, SGC_PIN, SGD_PIN,
                               SGE PIN, SGF PIN, SGG PIN);
10
     DigitalOut g_dsr(DSR_PIN);
DigitalOut g_dsl(DSL_PIN);
11
12
13
     // leds
BusOut
14
15
                 g leds(LDR PIN, LDM PIN, LDL PIN);
16
17
18
     static InterruptIn swr(SWR PIN);
19
     static InterruptIn swl (SWL PIN);
20
     static bool volatile swr_fall_evnt;
static bool volatile swl_fall_evnt;
21
22
23
24
     swr_fall_evnt = true;
}
     static void swr_fall_isr (void) {
25
26
27
28
     static void swl_fall_isr(void){
      swl_fall_evnt = true;
29
30
31
32
     static Ticker tick 4ms;
34
     static bool volatile tick_4ms_evnt;
3.5
     static void tick_4ms_isr (void) {
36
      tick_4ms_evnt = true;
37
38
39
40
     static Timeout tout_4ms_swr;
41
     static bool volatile tout_4ms_swr_evnt;
42
     static void tout 4ms swr isr (void) {
       tout_4ms_swr_evnt = true;
44
4.5
46
     static Timeout tout_4ms_swl;
     static bool volatile tout_4ms_swl_evnt;
47
     static void tout 4ms swl isr (void) {
48
49
       tout_4ms_swl_evnt = true;
50
51
52
     //tiempo de refresco leds
static Ticker tick 10ms;
53
54
     static bool volatile tick_10ms_evnt;
55
     static void tick_10ms_isr (void) {
56
      tick_10ms_evnt = true;
57
58
59
     static Timeout tout_led_off;
     static bool volatile tout_led_off_evnt;
60
61
     static void tout led off isr (void) {
62
       tout led off evnt = true;
63
64
6.5
     int main (void) {
66
      uint8 t pulsaciones m = 50;
67
       bool mux = false;
68
69
       g_dsl = 1;
       g dsr = 1;
70
71
72
       g seven seg = to 7seg(pulsaciones m);
73
74
       swr.mode(PullUp);
75
       swr.fall(swr_fall_isr);
76
77
       swl.mode(PullUp);
78
       swl.fall(swl fall isr);
79
80
        tick_4ms.attach_us(tick_4ms_isr,4000);
81
       tick 10ms.attach us(tick 10ms isr, 10000);
82
83
       for (;;) {
84
```

```
8.5
          if(tick_4ms_evnt) {
86
            tick_4ms_evnt = false;
87
            mux = !mux;
88
89
            if(mux) {
              g_dsl = 0;
90
              g_dsr = 1;
91
              g_seven_seg = to_7seg(pulsaciones m%10);
92
93
94
            }else{
95
              g_dsl = 1;
              g_dsr = 0;
96
              g_seven_seg = to_7seg(pulsaciones m/10);
97
98
99
1.00
101
          if(swr_fall_evnt) {
102
           swr_fall_evnt = false;
103
            tout_4ms_swr.attach_us(tout_4ms_swr_isr,4000);
104
105
106
          if(swl_fall_evnt) {
107
           swl_fall_evnt = false;
108
            tout_4ms_swl.attach_us(tout_4ms_swl_isr,4000);
109
110
111
          if(tout 4ms swr evnt){
112
           tout_4ms_swr_evnt = false;
113
           if(swr == 0){
114
              pulsaciones m = (pulsaciones m == 0) ? 0 : (pulsaciones m-1);
115
116
117
118
119
          if(tout_4ms_swl_evnt){
120
           tout_4ms_swl_evnt = false;
121
122
            if(swl == 0){
123
              pulsaciones_m = (pulsaciones_m == 99) ? 99 : (pulsaciones m+1);
124
125
          }
126
          if(tick 10ms evnt){
127
128
            tick \overline{10}ms \overline{e}vnt = false;
129
130
            if(pulsaciones_m > 0 and pulsaciones_m < 51) {</pre>
131
              g leds = 4;
              tout led off.attach us(tout_led_off_isr,
132
      (200*pulsaciones_m-3.97*(50-pulsaciones_m)));
133
134
            }else if (pulsaciones_m > 50 and pulsaciones_m <= 99) {</pre>
135
               g leds =
136
              tout led off.attach us (tout led off isr,
      (101*pulsaciones_m-107.2*(99-pulsaciones_m)));
137
138
            }else if(pulsaciones_m == 0){
139
             g_{leds} = 0;
140
141
142
143
144
          if(tout led off evnt) {
           tout_led_off_evnt = false;
145
146
            g_{leds} = 0;
147
148
149
150
           disable irq();
          if(!tick_4ms_evnt && !swr_fall_evnt && !swl_fall_evnt && !tout_4ms_swr_evnt &&
151
      !tout_4ms_swl_evnt && !tick_10ms_evnt && !tout_led_off_evnt) {
          ___WFI();
152
153
154
          __enable_irq();
155
156
157
        } // for (;;)
       } // main()
158
159
```