```
#include "mbed.h"
#include "pinout.h"
#include "to_7seg.h"
 1
 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
14
15
                  g leds(LDR PIN, LDM PIN, LDL PIN);
      BusOut
16
17
      static Ticker tick 500ms dsr;
18
      static bool volatile tick 500ms_dsr_evnt;
static void tick_500ms_dsr_isr (void) {
19
20
21
       tick 500ms dsr evnt = true;
22
23
      //multiplexacion dsl
static Ticker tick_250ms_dsl;
24
25
26
      static bool volatile tick_250ms_dsl_evnt;
27
      static void tick 250ms dsl isr (void) {
28
       tick_250ms_dsl_evnt = true;
29
30
      //incremento de la cuenta static Ticker tick_1s;
31
32
      static bool volatile tick 1s evnt;
34
      static void tick_1s_isr (void) {
3.5
        tick_1s_evnt = true;
36
37
38
     int main (void) {
39
40
        bool mux_dsr = false;
        bool mux_dsl = true;
41
42
        uint8 t cnt display = 0;
        int8_t cnt_disp = 0;
43
44
        g_dsl = 1;
45
46
        g_dsr = 1;
47
        g_seven_seg = to_7seg(cnt_display);
48
        tick_1s.attach_us(tick_1s_isr, 1000000);
tick_500ms_dsr.attach_us(tick_500ms_dsr_isr, 500000);
49
50
51
        tick_250ms_dsl.attach_us(tick_250ms_dsl_isr, 250000);
52
53
        for (;;) {
54
55
           //incremento cuenta
56
         if(tick_1s_evnt) {
57
           tick 1s evnt = false;
           cnt_display = (cnt_display == 59) ? 0 : (cnt_display+1);
58
59
60
61
         //multiplexacion dsr
if(tick_500ms_dsr_evnt) {
62
           tick_500ms_dsr_evnt = false;
63
64
6.5
            if(mux_dsr and !mux_dsl) {
66
             mux \overline{d}sr = false;
67
              mux dsl = true;
              g_dsr = 1;
68
              g_dsl = 0;
69
70
              g_seven_seg = to_7seg(cnt_display%10);
71
72
73
         if(tick_250ms_dsl_evnt) {
74
           tick_250ms_dsl_evnt = false;
75
76
           if(mux dsl and !mux dsr) {
77
             mux \overline{d}sl = false;
78
             mux dsr = true;
79
            g_dsr = 0;
            g_dsl = 1;
80
81
             g_seven_seg = to_7seg(cnt_display/10);
82
83
84
```