

```

1  #include "mbed.h"
2  #include "pinout.h"
3  #include "to_7seg.h"
4
5  // seven segment display anodes
6  // when in a uint8_t, they are 0b-GFEDCBA
7  static BusOut      g_seven_seg(SGA_PIN, SGB_PIN, SGC_PIN, SGD_PIN,
8                                SGE_PIN, SGF_PIN, SGG_PIN);
9
10 // display cathodes
11 static DigitalOut   g_dsl(DSL_PIN);
12 static DigitalOut   g_dsr(DSR_PIN);
13
14 // switch
15 static DigitalIn    g_swr(SWR_PIN);
16
17 // mux stuff
18 static Ticker       g_mux_tick;
19 static bool volatile gb_mux_evnt;
20
21 static void mux_isr(void) {
22     gb_mux_evnt = true;
23 }
24
25 // switch management
26 static Ticker       g_swr_tick;
27 static bool volatile gb_swr_evnt;
28
29 static void swr_isr(void) {
30     gb_swr_evnt = true;
31 }
32
33 int main(void) {
34     uint8_t cnt = 0; // 0 to 99
35     bool b_right = false;
36     bool b_swr_state = false;
37     uint8_t swr_cnt = 0;
38
39     g_swr.mode(PullUp);
40     g_mux_tick.attach_us(mux_isr, 4000); // 250 Hz
41     g_swr_tick.attach_us(swr_isr, 1000); // 1 ms, 1000 Hz
42
43     g_seven_seg = 0;
44     g_dsr = b_right;
45     g_dsl = !b_right;
46     g_seven_seg = to_7seg(b_right ? cnt % 10 : cnt / 10);
47
48     for (;;) {
49         if (gb_mux_evnt) {
50             gb_mux_evnt = false;
51             b_right = !b_right;
52             g_seven_seg = 0;
53             g_dsr = b_right;
54             g_dsl = !b_right;
55             g_seven_seg = to_7seg(b_right ? cnt % 10 : cnt / 10);
56         }
57
58         if (gb_swr_evnt) {
59             gb_swr_evnt = false; // here every 1 ms
60             if (b_swr_state != !g_swr) { // swr changing? (active low)
61                 if (swr_cnt++ > 3) { // this means 5 times, not 3
62                     b_swr_state = !b_swr_state;
63                     if (b_swr_state) {
64                         cnt += ((cnt >= 99) ? -cnt : 1);
65                     }
66                 }
67             } else {
68                 swr_cnt = 0;
69             }
70         }
71
72         __disable_irq();
73         if (!gb_mux_evnt && !gb_swr_evnt) {
74             __WFI();
75         }
76         __enable_irq();
77     } // forever
78 } // main()
79
80

```