#include <stdio.h>

#include "pico/stdlib.h"

int main(void) {

  bool repeating\_timer\_callback1(struct repeating\_timer \*t) {

   gpio\_put (1, !gpio\_get (1));

    return true;

  }

  bool repeating\_timer\_callback2(struct repeating\_timer \*t){

   gpio\_put (2, !gpio\_get (2));

   return true;}

  bool repeating\_timer\_callback3(struct repeating\_timer \*t) {

   gpio\_put (3, !gpio\_get (3));

    return true; }

  bool repeating\_timer\_callback4(struct repeating\_timer \*t) {

  gpio\_put (4, !gpio\_get (4));

   return true;

}

   int main (void) {

    gpio\_init (1);

    gpio\_set\_dir (1,true);

    gpio\_init (2);

    gpio\_set\_dir (2,true);

    gpio\_init (3);

    gpio\_set\_dir (3,true);

    gpio\_init (4);

    gpio\_set\_dir (4,true);

    struct repeating\_timer timer1;

    struct repeating\_timer timer2;

    struct repeating\_timer timer3;

    struct repeating\_timer timer4;

    add\_repeating\_timer\_ms(250, repeating\_timer\_callback1, NULL, &timer1);

    add\_repeating\_timer\_ms(500, repeating\_timer\_callback2, NULL, &timer2);

    add\_repeating\_timer\_ms(1000, repeating\_timer\_callback3, NULL, &timer3);

    add\_repeating\_timer\_ms(2000, repeating\_timer\_callback4, NULL, &timer4);

    while(1);

    return 0;

   }

}