**#include** "hal\_data.h"

**const** bsp\_delay\_units\_t bsp\_delay\_units = *BSP\_DELAY\_UNITS\_MILLISECONDS*; /\* Define the units to be used with the software delay function \*/

uint32\_t delay = 500; /\* Calculate the delay in terms of bsp\_delay\_units \*/

uint32\_t count = 0;

**void** **hal\_entry**(**void**) {

g\_external\_irq10.p\_api->open(g\_external\_irq10.p\_ctrl,g\_external\_irq10.p\_cfg);

g\_external\_irq11.p\_api->open(g\_external\_irq11.p\_ctrl,g\_external\_irq11.p\_cfg);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_00*, *IOPORT\_LEVEL\_LOW*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_01*, *IOPORT\_LEVEL\_HIGH*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_02*, *IOPORT\_LEVEL\_HIGH*);

**while**(1)

{

}

}

**void** **button\_callback\_SW4**(external\_irq\_callback\_args\_t \*p\_args){ //BOTON PERSONA

//PASAR VERDE A AMARILLO BLINKS

**while**(count < 3) {

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_00*, *IOPORT\_LEVEL\_LOW*);

R\_BSP\_SoftwareDelay(500, bsp\_delay\_units);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_00*, *IOPORT\_LEVEL\_HIGH*);

R\_BSP\_SoftwareDelay(500, bsp\_delay\_units);

count ++;

}

//AMARILLO

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_00*, *IOPORT\_LEVEL\_HIGH*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_02*, *IOPORT\_LEVEL\_LOW*);

R\_BSP\_SoftwareDelay(1000, bsp\_delay\_units);

//ROJO

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_02*, *IOPORT\_LEVEL\_HIGH*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_01*, *IOPORT\_LEVEL\_LOW*);

R\_BSP\_SoftwareDelay(2500, bsp\_delay\_units);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_02*, *IOPORT\_LEVEL\_LOW*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_01*, *IOPORT\_LEVEL\_LOW*);

R\_BSP\_SoftwareDelay(500, bsp\_delay\_units);

//CONDICION INICIAL

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_00*, *IOPORT\_LEVEL\_LOW*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_01*, *IOPORT\_LEVEL\_HIGH*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_02*, *IOPORT\_LEVEL\_HIGH*);

R\_BSP\_SoftwareDelay(3000, bsp\_delay\_units);

count =0;

}

**void** **button\_callback\_SW5**(external\_irq\_callback\_args\_t \*p\_args){ //BOTON AUTO

//PASAR VERDE A AMARILLO BLINKS

**while**(count < 3) {

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_00*, *IOPORT\_LEVEL\_LOW*);

R\_BSP\_SoftwareDelay(500, bsp\_delay\_units);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_00*, *IOPORT\_LEVEL\_HIGH*);

R\_BSP\_SoftwareDelay(500, bsp\_delay\_units);

count ++;

}

//AMARILLO

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_00*, *IOPORT\_LEVEL\_HIGH*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_02*, *IOPORT\_LEVEL\_LOW*);

R\_BSP\_SoftwareDelay(1000, bsp\_delay\_units);

//ROJO

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_02*, *IOPORT\_LEVEL\_HIGH*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_01*, *IOPORT\_LEVEL\_LOW*);

R\_BSP\_SoftwareDelay(500, bsp\_delay\_units);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_02*, *IOPORT\_LEVEL\_LOW*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_01*, *IOPORT\_LEVEL\_LOW*);

R\_BSP\_SoftwareDelay(500, bsp\_delay\_units);

//CONDICION INICIAL

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_00*, *IOPORT\_LEVEL\_LOW*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_01*, *IOPORT\_LEVEL\_HIGH*);

g\_ioport.p\_api->pinWrite(*IOPORT\_PORT\_06\_PIN\_02*, *IOPORT\_LEVEL\_HIGH*);

R\_BSP\_SoftwareDelay(3000, bsp\_delay\_units);

count =0;

}