**#include** "msp.h"

**#include** "My\_LEDS.h"

/\*\*

\* main.c

\*/

**#define** DELAY100MS 100000 \* 1// DELAY \* 1 mS assuming 3 MHz clock

**int** **main**(**void**)

{

WDT\_A->CTL = WDT\_A\_CTL\_PW | WDT\_A\_CTL\_HOLD; // watchdog

// Blink RED LED to show code is running

setup\_RED\_LED();

// Set up Pin 2.5 as IO

P2->SEL1 &= ~BIT5;

P2->SEL0 &= ~BIT5;

// set P2.5 as input with pulldown resistor

P2->DIR &= ~BIT5;

P2->REN |= BIT5;

P2->OUT |= BIT5;

P2->IES |= BIT5; // Interrupt on high-to-low transition

P2->IFG &= ~BIT5; // Clear P2.5 interrupt flag

P2->IE |= BIT5; // Enable interrupt for P2.5

P1->OUT |= (BIT0); /\* turn on P1.0 red LED \*/

// Enable Port 2 on the NVIC

NVIC->ISER[1] = 1 << ((*PORT2\_IRQn*) & 31); // 31

\_\_enable\_irq(); // Enable global interrupt

**while**(1){

\_\_sleep(); // go to sleep interrupts

}

}

**void** **PORT2\_IRQHandler**(**void**)

{

**if**(P2->IFG & BIT5){

P1->OUT ^= BIT0; // Toggle Bit0

}

P2->IFG &= ~BIT5; // Clear the interrupt flag

}