

```
volatile uint timerCount = 0;
```

```
void ISR(void) {
```

```
    ... disable interrupts
```

```
    if(timerCount != 0) {  
        timerCount--;
```

```
    }
```

```
    ... enable interrupts
```

```
}
```

```
int main(void) {
```

```
    // initialization code
```

```
    SysTickIntRegister(&ISR);
```

```
    ... // other init
```

```
    timerCount = 2000;
```

```
    while(timerCount != 0) {
```

```
        ... code to run for 2 seconds
```

```
    }
```

```
}
```

```
... whatever comes next
```

**variables:** *timerCount*: uint

**input:** *assert*: pure

**output:** *return*: pure

