Timer A blink README

This code originally need to put out a high value for the LED, the interrupt here instead of being based of software code “I” will use Timer A. I previously was the designated for a point in clock cycles when the C code will execute an interrupt.

For example.

I will incriminent contionously until a designated point is reached.

I ++;

If else I = 1000 {

P1OUT= BIT0

}

In this case I will contionously incriminet until the 1000 count and then at 1000 will execute a command of turning the LED on. (this example is based on changing the code of this lab under #pragma vector = TIMER0\_B0\_VECTOR).

In this case instead of I TB0CCTL0 is an internal timer on the databoard that can be utilized opposed to software code such as I.

In case of this lab Timer A will initiate an interrupt when its internal clock reaches 60000.