#include "inc/lm3s9b92.h"

#include "int\_handler.h"

void IntPortEHandler(void)

{

GPIO\_PORTE\_ICR\_R |= 0x0001; // clear interrupt source

if (GPIO\_PORTE\_DATA\_R & 0x0001) //

{ // check if switch is on or off

Swap = on;

} else

{

swap = off;

}

}