

```

ALARM_LED = !alarm_on_off;

// make sure to turn off the tone if the alarm is turned off.
if(alarm_on_off == OFF)
{
    prev_milliseconds = 0;
    alarm_tone = 0;
}
}

// check if the alarm set switch is being pressed.
else if(!SET_A_SWITCH)
{
    // increment switch timeout
    switchTimeout++;

    // when both switches are not pressed, reset initial delay.
    if(MINUTE_SWITCH && HOUR_SWITCH)
    {
        initTimeout = INIT_DELAY;
    }

    // when either switch is pressed, and the press as exceeded the current timeout allow a button
    press
    if((!MINUTE_SWITCH || !HOUR_SWITCH) && (switchTimeout > initTimeout))
    {
        // when minute is pressed add one
        gs_alarmKeeper.one_minutes += (MINUTE_SWITCH ? 0 : 1);

        // when hour is pressed add one
        gs_alarmKeeper.one_hours += (HOUR_SWITCH ? 0 : 1);

        // the below is the same code used in timer ISR. copy pasta with tweaks
        if(gs_alarmKeeper.one_minutes > 9)
        {
            gs_alarmKeeper.ten_minutes++;
            gs_alarmKeeper.one_minutes = 0;
        }

        if(gs_alarmKeeper.ten_minutes > 5)
        {
            gs_alarmKeeper.ten_minutes = 0;
        }

        if(gs_alarmKeeper.one_hours > 9)
        {
            gs_alarmKeeper.ten_hours++;
            gs_alarmKeeper.one_hours = 0;
        }

        if((gs_alarmKeeper.ten_hours >= 2) && (gs_alarmKeeper.one_hours >= 4))
        {
            gs_alarmKeeper.ten_hours = 0;
            gs_alarmKeeper.one_hours = 0;
        }

        // clear switch timeout since press has happened
        switchTimeout = 0;

        // if the initial timeout is greater then the minimal delay, ramp it down so holding the

```