ReflectionLog Bilnk LED

```java
public class GettingStarted {

    // Handle Exceptions | Exceptions will happen in your code from time to ti
  public static void main(String[] args) throws Exception {

      // Create | Here you've created a DigitalOutput object for your LED. An
      DigitalOutput redLED = new DigitalOutput();

      // Address | This tells your program where to find the device you want t
      redLED.setHubPort(4);

      redLED.setIsHubPortDevice(true);

      // Open | Open establishes a connection between your object and your phy
      redLED.open(1000);

      // Counter to track how many times the LED has flashed
      int flashCount = 0;

      // Use your Phidgets | Here is where you can have some fun and use your
      while (flashCount < 3) {

          redLED.setState(true); //Turn LED on.

          Thread.sleep(2000);    //Keep LED on for 2 seconds.

          redLED.setState(false);//Turn LED off.

          Thread.sleep(1000);    //Wait for 1 second before flashing again.

          flashCount++;          //Increment the flash counter.
      }


  }
}
```

This code controls a red LED connected to port 4 of a Phidget device. It turns the LED on for 2 seconds, then off for 1 second, repeating this process three times. The LED's on/off behavior is controlled by a DigitalOutput object, and a counter (flashCount) tracks the number of flashes. If the device cannot be found within 1 second, an exception is thrown.