```
Source  History

13
14  void main(void)
15  {
16      // Initialize the device
17      SYSTEM_Initialize();
18      int i;
19      char input[10];
20      int digit=0,has_switch1_changed;
21      clearPuTTY();
22      printf("LED Excercise Menu\n\r\n\r 1. Turn Red LED on\n\r\n\r2. Turn Green LED on\n\r\n\r3. Tur
23
24      while (1)
25      {
26          if(UART2_DataReady)     // polls receive buffer for available data
27          {
28          i = UART2_Read();          // read a single character from buffer
29                  digit=i-48;
30          if(digit<1 || digit>=5)
31          {
32              printf("Please type a number between 1 and 5 only.\n\r");
33          }
34          }
35
36          has_switch1_changed = poll_switch1_for_edges(button_RA4_GetValue());
37          if(has_switch1_changed==1){
38             digit++;
39
40             if(digit>4)
41             {
42                 digit=1;
43             }
44             printf(" Count = %u \n\r", digit);
45            }
46
47
48              switch(digit)
49              {
```


inputChar.c
random.c
buttonCounter.c
main.c
main.c
Available Resources
Pin Module
Interrupt Module
System Module
DMA Manager
Source
History
40 if(digit>4)
41 {
42 digit=1;
43 }
44 printf(" Count = %u \n\r", digit);
45 }
46
47
48 switch(digit)
49 {
50 case 1: redLED_SetHigh(); //RD0 pin
51 greenLED_SetLow();
52 bicolourLEDG_SetLow(); //RD2 pin
53 bicolourLEDR_SetLow(); //RD3 pin
54 break;
55 case 2: greenLED_SetHigh(); //RD1 pin
56 redLED_SetLow();
57 bicolourLEDG_SetLow(); //RD2 pin
58 bicolourLEDR_SetLow(); //RD3 pin
59 break;
60 case 3: redLED_SetLow();
61 greenLED_SetLow();
62 bicolourLEDG_SetLow(); //RD2 pin
63 bicolourLEDR_SetHigh(); //RD3 pin
64 bicolourLEDG_Toggle(); //RD2 pin
65 bicolourLEDR_Toggle(); //RD3 pin
66 DELAY_milliseconds(5);
67 bicolourLEDG_Toggle(); //RD2 pin
68 bicolourLEDR_Toggle(); //RD3 pin
69 DELAY_milliseconds(25);
70 break;
71
72 case 4: redLED_SetLow(); //RD0 pin
73 greenLED_SetLow(); //RD1 pin
74 bicolourLEDG_SetLow(); //RD2 pin
75 bicolourLEDR_SetLow(); //RD3 pin
76 break;