```
void main(void)
{
    // Initialize the device
    SYSTEM_Initialize();
    clearPuTTY();
    /*
    redLED_SetHigh(); //RD1 pin
    greenLED_SetHigh(); //RD2 pin
    bicolourLEDG_SetHigh(); //RD0 pin
    bicolourLEDR_SetLow(); //RD3 pin
    */
    char input[10],i;
    int digit=0,has_switch1_changed;
    printf("LED Excercise Menu\n\r\n\r 1. Turn Red LED on\n\r\n\r2. Turn Green LED on\n\r\n\r\n\r3. Turn Bicolo
    while (1)
    {
        // Add your application code
        //printf("LED Excercise Menu\n\r\n\r 1. Turn Red LED on\n\r\n\r2. Turn Green LED on\n\r\n\r\n\r3. Turn
        if(UART2_DataReady)     // polls receive buffer for available data
        {
        i = UART2_Read();          // read a single character from buffer
                digit=i-48;
        if(digit<=0 || digit>=6)
        {
            printf("Please type a number between 1 and 5 only.\n\r");
        }
        }
```

```
        printf("Please type a number between 1 and 5 only.\n\r");
    }
    }
    /*
    has_switch1_changed = poll_switch1_for_edges(button_RA4_GetValue());
    if(has_switch1_changed==1){
       digit++;

       if(digit>5)
       {
          digit=0;
       }
       printf(" Count = %u \n\r", digit);
      }
    */

        switch(digit)
        {
            case 1:     redLED_SetHigh(); //RD1 pin
                        break;
            case 2:     greenLED_SetHigh(); //RD2 pin
                        break;
            case 3:     bicolourLEDG_SetLow(); //RD0 pin
                        bicolourLEDR_SetHigh(); //RD3 pin
                        break;
            case 4:    bicolourLEDG_SetHigh(); //RD0 pin
                       bicolourLEDR_SetLow(); //RD3 pin
                       break;
            case 5:     redLED_SetLow(); //RD1 pin
                        greenLED_SetLow(); //RD2 pin
                        bicolourLEDG_SetLow(); //RD0 pin
                        bicolourLEDR_SetLow(); //RD3 pin
                        break;
        }
```