



```
graph LR; main --> blinkLight
```

A diagram illustrating a function call. On the left is a gray rectangular box with a thick black border containing the text "blinkLight". On the right is a white rectangular box with a thick black border containing the text "main". A dark blue arrow points from the "main" box to the "blinkLight" box, indicating a call from the main function to the blinkLight function.

blinkLight

main