

```
attachInterrupt(digitalPinToInterrupt(2), keyboardirq , FALLING);
```

Interrupts are used to break whatever activity the system is performing, saving the current progress and executing another task. Once completed with the interrupt, the previous task will be continued from where it stopped.

The method “attachInterrupt” attaches a service interrupt routine to the pin, in our case pin 2 through the method “digitalPinToInterrupt(2)”. We then specify which method to call, which in our case is “keyboardirq” which holds instructions of the interrupt. We then specify the condition of when the interrupt will happen, in our case “FALLING”, which is when the pin goes from high to low.