#include "mbed.h"

InterruptIn button(p5); // Interrupt on digital pushbutton input p5

DigitalIn a(p5);

DigitalOut led1(LED1); // digital out to LED1

void toggle(void); // function prototype

int main() {

a.mode(PullUp);

button.rise(&toggle); // attach the address of the toggle

}

// function to the rising edge

void toggle() {

led1 = !led1;

}