#include "mbed.h"

#include "TextLCD.h"

TextLCD lcd(p28, p27, p26, p25, p24, p23);// rs, e, d4-d7

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

DigitalIn a(p5);

DigitalOut led1(LED1);

void toggle(void); // function prototype

int main() {

led1 = 1;

a.mode(PullUp);

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

// spin in a main loop. flipper will interrupt it to call flip

while(1) {

led1 = !led1;

wait(0.2);

}

}

// function to the rising edge

void toggle() {

lcd.printf("Hello World!\n");

}