#include "mbed.h"

Timeout flipper;

DigitalOut led1(LED1);

DigitalOut led2(LED2);

void flip() {

 led2 = !led2;

}

int main() {

 led2 = 1;

 flipper.attach(&flip, 2.0); // setup flipper to call flip after 2 seconds

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

 while(1) {

 led1 = !led1;

 wait(0.2);

 }

}