#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);

}

}