#include "mbed.h"

InterruptIn button1(p5); // Interrupt on digital pushbutton input p5

InterruptIn button2(p6);

InterruptIn button3(p7);

DigitalIn a(p5);

DigitalIn b(p6);

DigitalIn c(p7);

void selectionRise();

void selectionFall();

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

int selection = 0;

 int main() {

 a.mode(PullUp);

 b.mode(PullUp);

 c.mode(PullUp);

 button1.rise(&selectionRise); // attach the address of the toggle

 button1.fall(&selectionFall); // attach the address of the toggle

 if(selection == 0) {

 led1 = b;

 } else {

 led1 = c;

 }

}

// function to the rising edge

void selectionRise() {

 selection = 1;

}

// function to the rising edge

void selectionFall() {

 selection = 0;

}

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