

```
static void sw0_eventHandler(uintptr_t context)
{
    changeSamplingRate = true;
}
```

```
static void rtcEventHandler (RTC_TIMER32_INT_MASK intCause, uintptr_t context)
{
    if (intCause & RTC_TIMER32_INT_MASK_CMP0)
    {
        isRTCTimerExpired = true;
    }
}
```