





float utilization = (float)busyTime / totalTimeMs * 100.0

printed = 0

i = 0 to fifoTail -1 && printed < producedCount

False

pieces[i].exitTime != 0

True

Print each piece's details Only for finished pieces

normalize all times relative to when the system started.

pieces[i].id

pieces[i].entryTime - systemStartTime) / 1000.0
pieces[i].exitTime - systemStartTime) / 1000.0
pieces[i].cycleTime / 1000

printed++

Build JSON summary to send via mqtt

lastButtonState = currentButtonState

If system is running, check sensors

False

systemRunning







