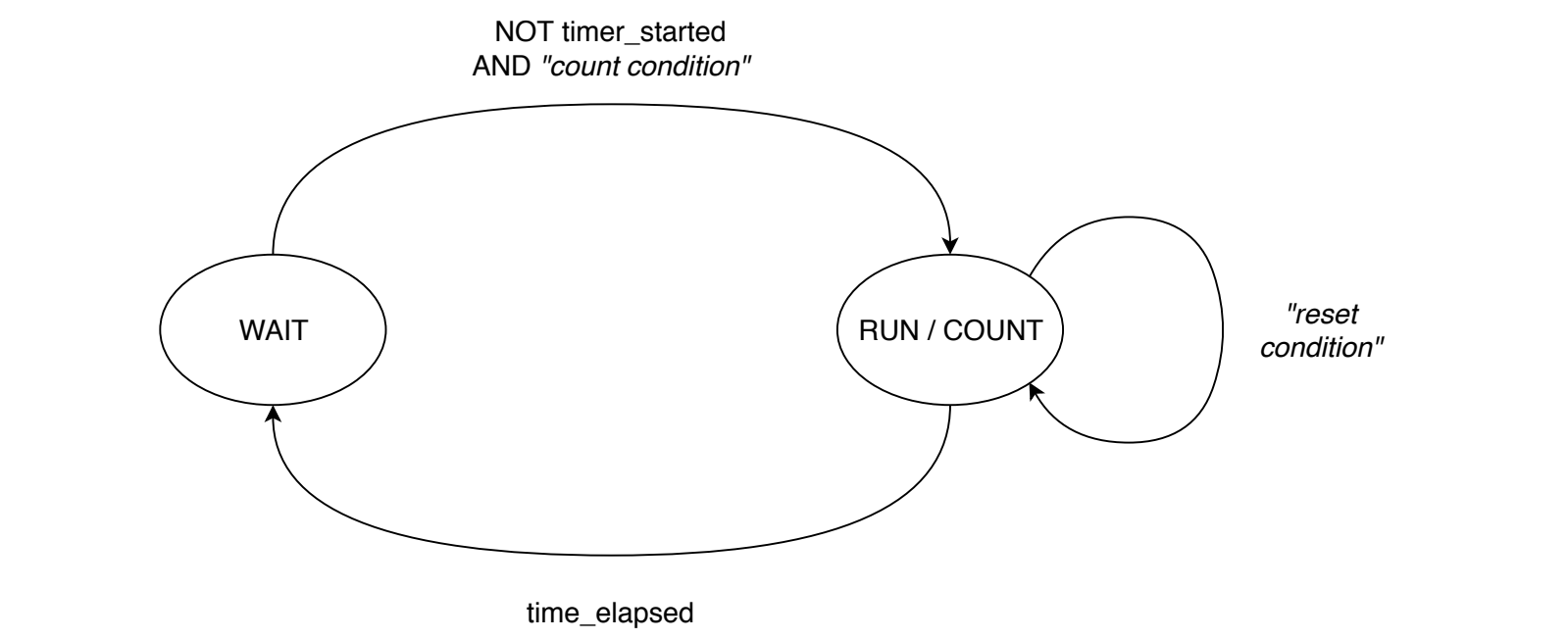


TIMER FSM



Count condition:
(state == ON AND NOT pir_present)
OR (state == ON AND hc_in_range)
OR (state == READY AND NOT hc_in_range)
OR (state == MAKING_COFFEE)
OR (state == MAKING_COFFEE AND coffee_ready)

Reset condition:
time_acquired
OR (state == ON AND next_state == STAND_BY AND pir_present AND NOT time_acquired)
OR (state == ON AND next_state == READY AND NOT hc_in_range AND NOT time_acquired)
OR (state == READY AND next_state == ON AND hc_in_range AND NOT time_acquired)