```c
#ifndef __SCHEDULER_H
#define __SCHEDULER_H

#include <stdint.h>
#include <bsp.h>
#include <ttSchedConfig.h>

/* Task Control Block structure */
typedef struct schTCB {
  pVoidFunc_t task;
  uint32_t delay;
  uint32_t period;
  uint8_t invocations;
} schTCB_t;


void schInit(void);          // initialise the scheduler
void schStart(void);         // start ticking
void schUpdate(void);        // update after a tick -- ISR
void schDispatch(void);      // run the next task
void schAddTask(             // add a task to the task set
  pVoidFunc_t,               // the task to add
  uint32_t,                  // the delay in ms
  uint32_t);                 // the period
void schRemoveTask(          // remove a set from the task set
  uint8_t);                  // identifier of the task to remove
void schSleep(void);         // go to sleep to save power

#endif
```