```
#include "range_finder.h"
#include "display.h"
 1
     #include "switch.h"
 3
 4
     #include "to 7seg.h"
     #include "control.h"
 5
 6
     typedef enum {IDLE, COUNT, WAIT, MEAS} control_estado;
 8
     static control estado estado;
10
     bool volatile gb_control_can_sleep;
11
12
     static bool volatile gb_control_initd;
13
14
     uint8 t cnt;
15
     uint16_t dist;
16
17
     static BusOut *g_leds;
18
     static AnalogIn *g_lit;
19
20
     static Timeout to;
21
22
     static bool volatile to_evnt;
23
24
     static void to isr (void) {
25
       to_evnt = true;
26
27
28
29
30
     void control init(BusOut *leds, AnalogIn *lit){
31
32
       if(!gb control initd) {
33
         gb_control_initd = true;
34
         estado = IDLE;
35
36
         cnt = 0;
37
38
         dist = 0;
39
40
        g_leds = leds;
g_lit = lit;
41
42
43
         to evnt = false;
44
45
46
47
48
     void control_fsm(void) {
49
50
       if(gb_control_initd){
51
52
          switch(estado) {
53
54
            case COUNT:
55
56
                to_evnt = false;
57
58
                if(gb_swm_long_msg) {
59
                   if(cnt == 0){
60
61
                    gb display off msg = true;
                    g_display_segs = 0;
estado = IDLE;
62
63
64
65
66
                    to.attach us(to isr, 1000000);
67
                     estado = WAIT;
68
69
70
                 }else if(gb_swm_msg) {
71
                   gb swm msg = false;
72
                   cnt = (cnt < 5) ? (cnt+1) : 0;
73
                  g_display_update_msg = true;
g_display_segs = (0x54 << 8) | to_7seg(cnt);</pre>
74
75
76
                }else{
77
78
79
80
            break;
81
82
            case WAIT:
83
84
                gb_swm_msg = false;
```

```
8.5
                gb_swm_long_msg = false;
86
87
                 if(to evnt) {
88
                   to evnt = false;
89
                   to.detach();
90
91
                   if(cnt == 0){
92
                    gb display update msg = true;
                     g_display_segs = 0x543F;
*g_leds = 0;
93
94
                    estado = COUNT;
95
96
97
                   }else{
98
                    gb rf start msg = true;
99
                     estado = MEAS;
100
101
102
103
            break;
104
105
            case MEAS:
106
107
                  gb swm msg = false;
                  gb_swm_long_msg = false;
108
109
                  to evnt = false;
110
111
112
                if(gb rf done msg) {
113
                  to.attach_us(to_isr,1000000);
114
115
116
                   if(-1 == g rf range cm) {
117
                    dist = 0x79
                     g_display_segs = dist;
118
                     *g_leds = 7;
119
120
121
                   }else if(g rf range cm > 99) {
122
123
                    dist = 0x4040;
                     g_display_segs = dist;
124
125
                     *g_leds = 5;
126
127
                   }else if(g_rf_range_cm <= 33){</pre>
128
                     *g leds = 4;
                     dist = g_rf_range_cm;
129
130
                      g_display_segs = (to_7seg(dist/10) << 8) | to_7seg(dist%10);</pre>
131
                   }else if(g_rf_range_cm <= 66 && g_rf_range_cm >= 34 ){
132
133
                     *g_leds = 2;
                     dist = g_rf_range_cm;
134
135
                      g_display_segs = (to_7seg(dist/10) << 8) | to_7seg(dist%10);</pre>
136
                   }else if(g_rf_range_cm <= 99 && g_rf_range cm >= 67 ){
137
138
                     *g_leds = 1;
                     dist = g rf range cm;
139
140
                      g_display_segs = (to_7seg(dist/10) << 8) | to_7seg(dist%10);</pre>
141
142
143
144
145
                  // gb display update msg = true;
146
147
                  cnt--;
                  estado = WAIT;
148
149
150
151
              break;
152
              default: //IDLE
153
                   gb_swm_msg = false; //irrelevante
154
155
                   to evnt = false;
156
157
                 if(gb_swm_long_msg) {
158
                   gb_swm_long_msg = false;
159
                   gb_display_on_msg = true;
160
161
                   gb_display_brightness_msg = 100;
162
                   g_{display_segs} = 0x543F;
                   g_display_brightness = 100;
163
164
                   estado = COUNT;
165
166
167
              break;
168
```

```
169
170
171
    __disable_irq();
171
    if(!to_evnt && !gb_swm_long_msg && !gb_swm_msg && !gb_display_update_msg && !gb_rf_done_msg && !gb_rf_start_msg){
172
        gb_control_can_sleep = true;
173
        }
174
        __enable_irq();
175
    }
176
}
177
178
179
```