

```

1  #ifndef SWITCH_H
2  #define SWITCH_H
3
4  #include "mbed.h"
5
6  // messages
7  // output messages
8  extern bool      gb_swm_long_msg;      // long pulsation
9  extern bool      gb_swm_msg;          // short pulsation
10 extern bool volatile gb_swm_can_sleep; // this FSM can sleep
11
12 // the FSM
13 void swm_fsm(void);
14
15 // initialize the FSM. The input parameters is a pointer to the switch
16 // to manage
17 void swm_init(InterruptIn *swm);
18
19 #endif // SWITCH_H
20

```