```
#ifndef SWITCH_H
#define SWITCH_H
 1
2
 3
      #include "mbed.h"
 4
 5
 6
7
      extern bool gb_swm_long_msg; // long pulsation gb_swm_msg; // short pulsation extern bool volatile gb_swm_can_sleep; // this FSM can sleep
 8
 9
10
11
12
      void swm_fsm(void);
13
14
15
16
17
      void swm_init(InterruptIn *swm);
18
      #endif // SWITCH_H
19
20
```