```c
#ifndef CONTROL_H
#define CONTROL_H

#include "mbed.h"
#include "to_7seg.h"
#include "switch.h"
#include "range_finder.h"
#include "display.h"

// messages
  // output messages
extern bool volatile  gb_ctrl_can_sleep;    // this FSM can sleep

// the FSM
void ctrl_fsm(void);

// initialize the FSM. The input parameters are pointers to the mbed
//  objects associated to LED, LDR and switch
void ctrl_init(DigitalOut *ldl, AnalogIn *lit, InterruptIn *swm);

#endif  // CONTROL_H
```