



State Machine (cycle(...))
 OFF → HEAT → COOL → OFF (repeat)
 cycle() = Green button short press

Non-State-Transition Controls:

- Red Button: setPoint++ (7-seg = "u")
- Blue Button: setPoint-- (7-seg = "d")
- Green HOLD: Toggle F/C scale
& 7-seg blinks "F." or "C." (5 times)

System Behaviors (All States):

7-Segment Display (event-driven):

- Shows state symbol (0/H/C) on:
 - state entry
 - after UART animation (θ)
 - after Scale change (F./C.)
- Shows action symbol (u/d) on button press
- Clears after 3 seconds of inactivity

UART (every 30 seconds):

- Plays rotation animation on 7-seg display
- Sends data to server (state, temp, setPoint)