* Used three modes to control the LEDs’ behavior in different stages.
* Mode 0 is the initialization mode, it sets all the variables to zero and leads the machine to the second mode when the button is pressed down the first time (for each cycle)
* Mode 1 is the record mode, red LED is turned on to indicate this mode
  + Variable interval is the time length of how long the button is pressed down or released, this data is stored in the record[] array.
  + Green LED also turns on when the button is pressed down.
  + When user press the button too many times and reaches the limit (30 flashes), the machine will go to mode 2
  + When the button is release for too long (300 WDT intervals), the machine will go to mode 2
  + Since the 0th element of record[] is when the button is pressed down, 1th element is when the button is released. All the odd number intervals are when button is pressed down, even number intervals are when button is released.
* Mode 2 is the play back mode, red LED is turned off to indicate this mode
  + it reads the record[] array from the beginning and toggles the greed LED
  + it the interval number, and decrements it to determine how long the LED is turned on/off (also sets all the elements in the array back to 0)
  + when it finish reading all the data (up till the end of the array in case of exceeding the limit of 30), the machine is set back to mode 0 for re-initializing
* The limit of the machine is 30 flashes (array size 60) (1 flashes = press down + release)