



```
//SC_METHOD
void behavior() {
    switch(state) {
        case 0:
            operation_0();
            state = 1;
            break;
        case 1:
            operation_1();
            state = 2;
            break;
        case 2:
            operation_2();
            state = 0;
            break;
    }
};
```

```
//SC_CTHREAD
void behavior() {
    while(true) {
        operation_0();
        wait();
        operation_1();
        wait();
        operation_2();
        wait();
    }
};
```