

States:

- 1. idle
 - counter = 0;
 - isBusy = false;
- 2. busy
 - isBusy = true;
 - if (counter != dataLength)
 counter++;
- 3. Data Received
 - entered when counter = datLength
- 4. done
 - isBusy = false;

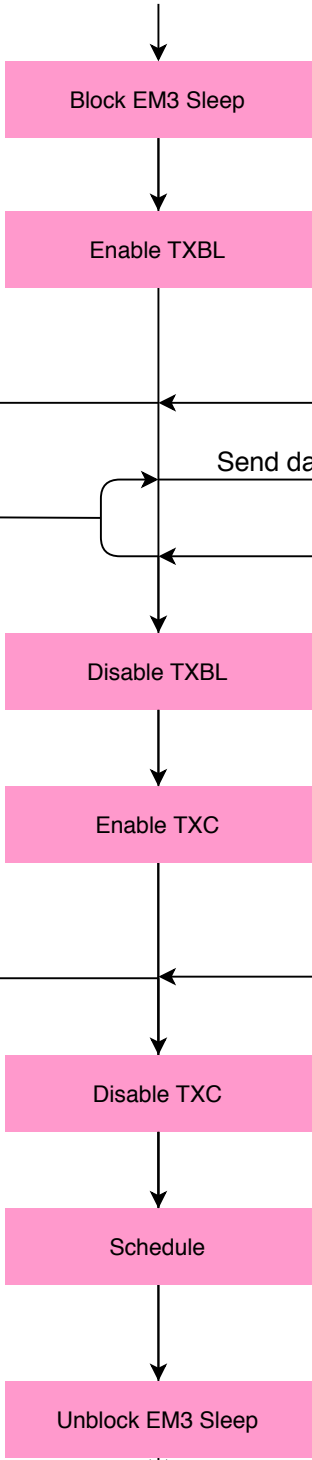
State Machine



Interrupts



Peral Gecko



LEUART Peripheral

