Seat Task

Read Data from car class whether the seat is occupied or not.

If occupied:
    send a message to button task.
    block itself until receiving a message
    from button task.
if not occupied:
    yield control back to OS.
    block itself for 500ms.
yield the control back to OS to display new heat state on LVGL, and to know the state of push button

Button Task

Read pushbutton state whether pressed or not, after receiving message from Seat task.

If pressed:
    send the state of pushbutton
    to seat task.
If not pressed:
    yield control back to OS.
    block itself for 500ms.
yield the control back to OS