In to read wall switch

Is switch == 0

IS SWITCH ==1

In to read wall switch

Is switch ==1

Set reg key pressed =0

WHAT IS KEY PRESSED COUNTER?

Power on setting

key pressed = 0

KEY\_PRESSED\_COUNTER =0

In to read wall switch

In to read wall switch

Is switch ==0

KEY\_PRESSED\_COUNTER ++

In to read wall switch

Is switch ==1

IS KEY\_PRESSED\_COUNTER < debounce\_counter

KEY\_PRESSED\_COUNTER =0

LED off -

Do nothing

In to read wall switch

Is switch ==0

KEY\_PRESSED\_COUNTER ++

Mod (KEY\_PRESSED\_COUNTER, TOGGLE\_LED\_COUNT)

Toggle LED.

In to read wall switch

Is switch ==1

IS KEY\_PRESSED\_COUNTER > debounce\_counter

&& KEY\_PRESSED\_COUNTER < RELAY\_DELAY\_COUNTER

Change the relay status

KEY\_PRESSED\_COUNTER =0;

In to read wall switch

Is switch ==1

IS KEY\_PRESSED\_COUNTER > RELAY\_DELAY\_COUNTER

&& KEY\_PRESSED\_COUNTER < CONFIG\_DELAY\_COUNTER

Go to config mode

KEY\_PRESSED\_COUNTER =0;

In to read wall switch

Is switch ==1

IS KEY\_PRESSED\_COUNTER > RELAY\_DELAY\_COUNTER

&& KEY\_PRESSED\_COUNTER < CONFIG\_DELAY\_COUNTER

Go to config mode

KEY\_PRESSED\_COUNTER =0;

In to read wall switch

Is switch ==1

IS KEY\_PRESSED\_COUNTER > debounce\_counter

&& KEY\_PRESSED\_COUNTER < debounce\_counter

KEY\_PRESSED\_COUNTER =0

Do nothing

In to read wall switch

Is switch ==1

IS KEY\_PRESSED\_COUNTER < debounce\_counter

KEY\_PRESSED\_COUNTER =0

Do nothing

#define debounce\_counter 10

Power on setting

key pressed = 0

KEY\_PRESSED\_COUNTER =0

In to read wall switch

Is switch ==1

IS KEY\_PRESSED\_COUNTER < debounce\_counter

KEY\_PRESSED\_COUNTER =0

Do nothing

In to read wall switch

Is switch ==1

IS KEY\_PRESSED\_COUNTER < debounce\_counter

KEY\_PRESSED\_COUNTER =0

Do nothing

In to read wall switch

Is switch ==0

Set reg key pressed ++

In to read wall switch

Is switch == 0

IS SWITCH ==1

In to read wall switch

Is switch ==1

Set reg key pressed =0

WHAT IS KEY PRESSED COUNTER?

In to read wall switch