

workspace_1.10.1 - Day17-Project/d17c1.c - STM32CubeIDE

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d18c1.c enum2.c d17c1.c d17c1.c

```
7 #include <stdio.h>
8 void Initiate_State_Machine();
9 void GearDown();
10 void CheckingBeforeTakeOFF();
11 void RaisingGear();
12 void GearUp();
13 void CheckBeforeLanding();
14 void LoweringGear();
15 static void(*statetable[])(void)={GearDown, CheckingBeforeTakeOFF, RaisingGear, GearUp, CheckBeforeLanding, LoweringGear};
16 typedef enum State
17 {
18     GEAR_DOWN,
19     CHECKING_BEFORE_TAKEOFF,
20     RAISING_GEAR,
21     GEAR_UP,
22     CHECK_BEFORE_LANDING,
23     LOWERING_GEAR,
24 }State_Type;
25 typedef enum Switch
26 {
27     on,
28     off//plane is on groung
29 }Switch_status;
30 typedef enum pilot_lever
31 {
32     Raising,
33     falling
34 }pilot_lever;
35 typedef enum hydraulic_mechanism
36 {
37     working,
38     not_working
39 }hydraulic_mechanism;
40
```

Problems Tasks Console Properties

Day17-Project.exe [C/C++ Application] [pid: 8]

Syntax error

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```
40
41 static volatile Switch_status squat_switch;
42 static volatile Switch_status limit_switch;
43 static volatile pilot_lever pl;
44 static volatile hydraulic_mechanism hm;
45
46 State_Type current_state;
47
48 typedef struct
49 {
50 char* current_state_indication;
51 char* light;
52 char* direction_valve_status;
53 char* landing_gear_hydraulic_control;
54 char* Gas_Pressurized_Spring_system_status[2];
55
56 }State_Table;
57
58 static State_Table State_Machine[6]={{ "GearDown", "Green", "Down", "Enabled", {NULL, NULL}},
59 {"CheckingBeforeTakeOFF", "Green", "Down", "Enabled", {NULL, NULL}},
60 {"RaisingGear", "Red", "Up", "Enabled", {NULL, NULL}},
61 {"GearUp", "Off", "NULL", "Disabled", {NULL, NULL}},
62 {"CheckBeforeLanding", "Red", "Down", "Enabled", {NULL, NULL}},
63 {"LoweringGear", "Green", "Down", "Enabled", {"Disabled", "Enabled"}}
64 };
65 int main()
66 {
67 Initiate_State_Machine();
68 while(1)
69 {
70 statetable[current_state]();
71 }
72 }
73 void GearDown(void)
74 {
```

Line: 70

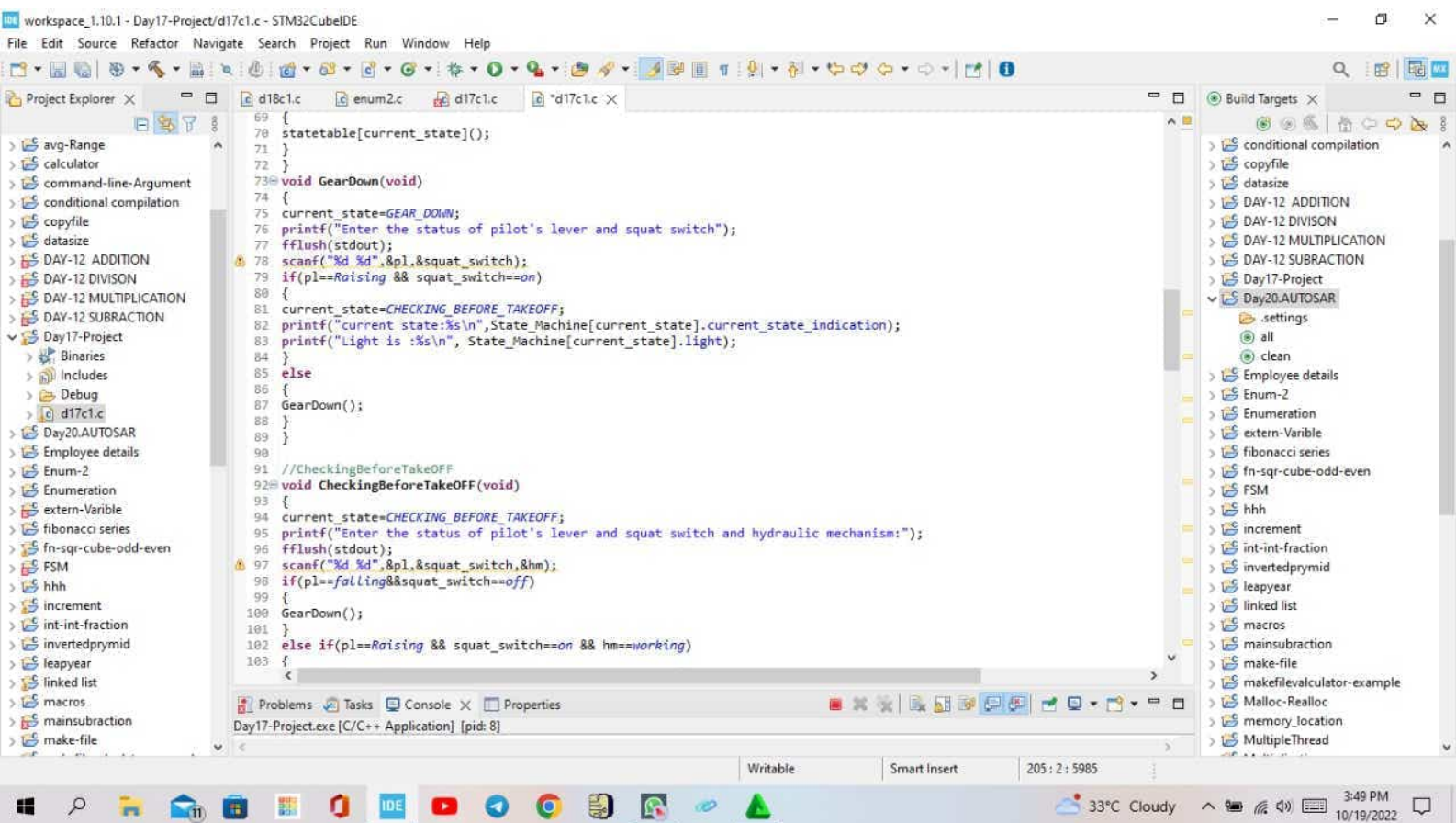
Problems Tasks Console Properties

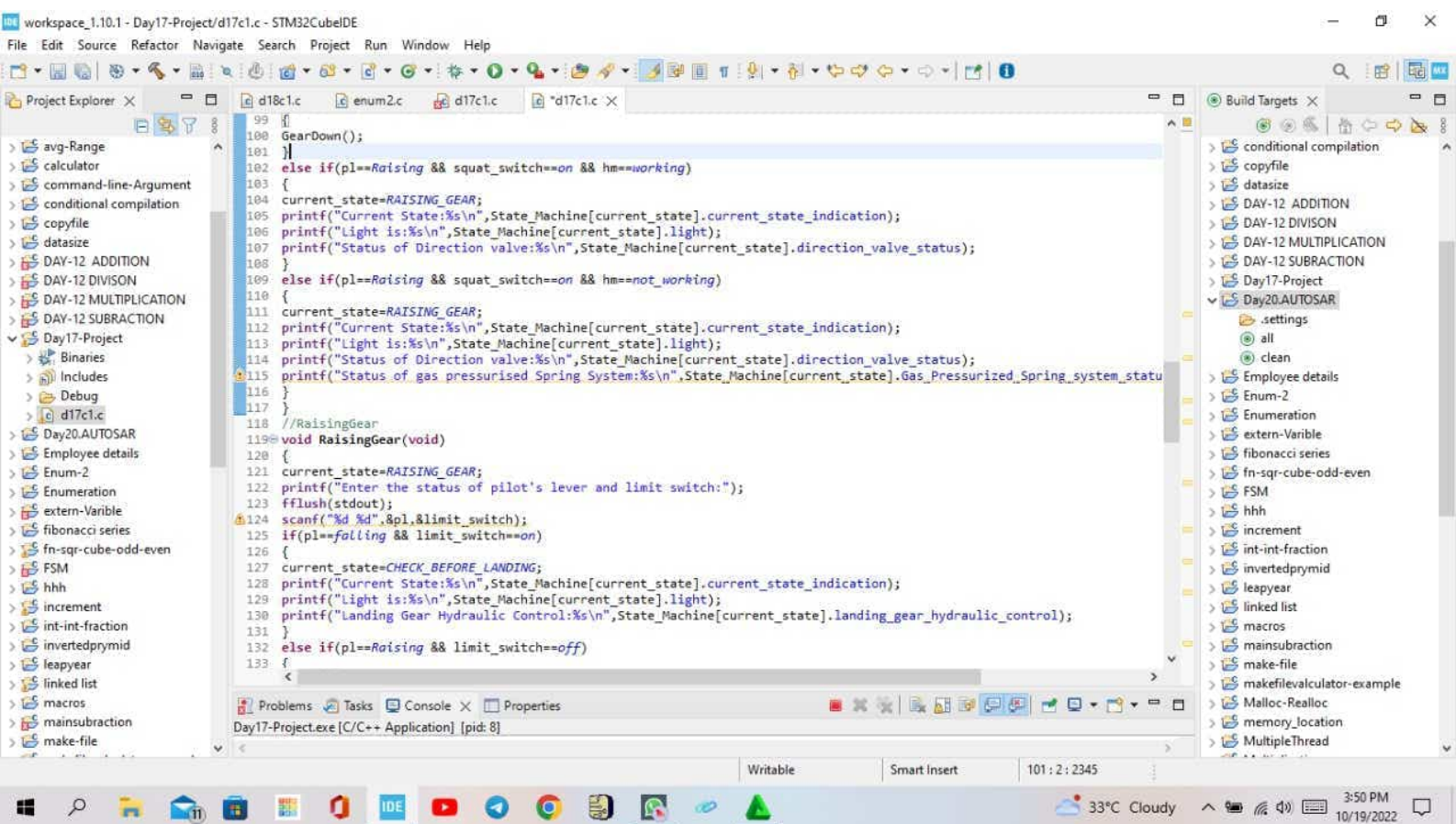
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Code Editor

```
130 printf("Landing Gear Hydraulic Control:%s\n",State_Machine[current_state].landing_gear_hydraulic_control);
131 }
132 else if(pl==Raising && limit_switch==off)
133 {
134     current_state=GEAR_UP;
135     printf("Current State:%s\n",State_Machine[current_state].current_state_indication);
136     printf("Light is:%s\n",State_Machine[current_state].light);
137     printf("Landing Gear Hydraulic Control:%s\n",State_Machine[current_state].landing_gear_hydraulic_control);
138 }
139 else
140 {
141     RaisingGear();
142 }
143 }
144 //GearUp
145 void GearUp(void)
146 {
147     current_state=GEAR_UP;
148     printf("Enter the status of pilot's lever:");
149     fflush(stdout);
150     scanf("%d",&pl);
151     if(pl==falling)
152     {
153         current_state=CHECK_BEFORE_LANDING;
154         printf("Current State:%s\n",State_Machine[current_state].current_state_indication);
155         printf("Light is:%s\n",State_Machine[current_state].light);
156         printf("Landing Gear Hydraulic Control:%s\n",State_Machine[current_state].landing_gear_hydraulic_control);
157     }
158     else
159     {
160         GearUp();
161     }
162 }
163 }
```

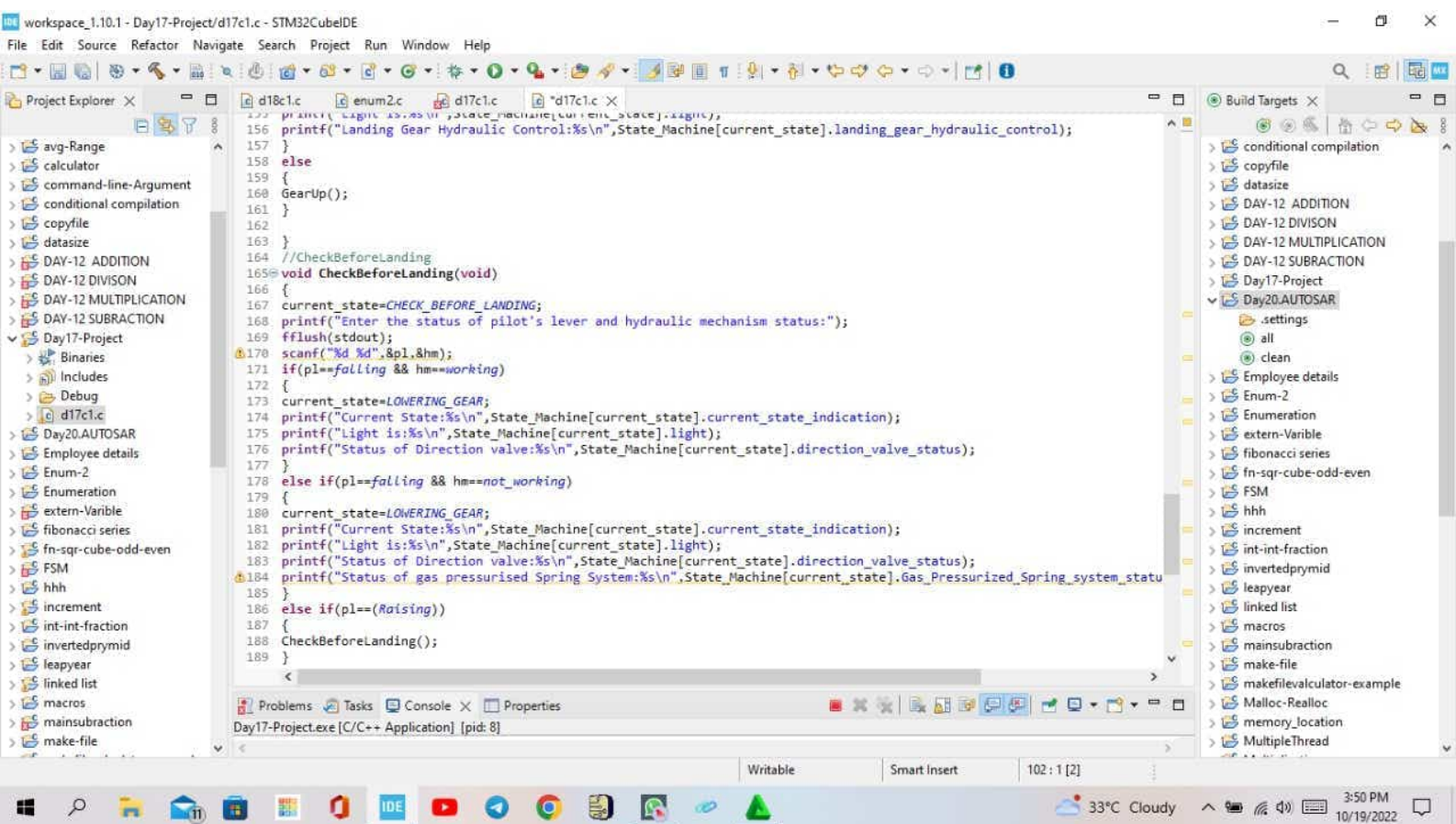
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```
129 printf("Light is:%s\n",State_Machine[current_state].light);
130 printf("Landing Gear Hydraulic Control:%s\n",State_Machine[current_state].landing_gear_hydraulic_control);
131 }
132 else if(pl==Raising && limit_switch==off)
133 {
134     current_state=GEAR_UP;
135     printf("Current State:%s\n",State_Machine[current_state].current_state_indication);
136     printf("Light is:%s\n",State_Machine[current_state].light);
137     printf("Landing Gear Hydraulic Control:%s\n",State_Machine[current_state].landing_gear_hydraulic_control);
138 }
139 else
140 {
141     RaisingGear();
142 }
143 }
144 //GearUp
145 void GearUp(void)
146 {
147     current_state=GEAR_UP;
148     printf("Enter the status of pilot's lever:");
149     fflush(stdout);
150     scanf("%d",&pl);
151     if(pl==falling)
152     {
153         current_state=CHECK_BEFORE_LANDING;
154         printf("Current State:%s\n",State_Machine[current_state].current_state_indication);
155         printf("Light is:%s\n",State_Machine[current_state].light);
156         printf("Landing Gear Hydraulic Control:%s\n",State_Machine[current_state].landing_gear_hydraulic_control);
157     }
158     else
159     {
160         GearUp();
161     }
162 }
...
<
```

Problems Tasks Console Properties

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