```
_p type pvar1, ..., _p type pvari;
   void taski(void){type nvar1, ..., type nvari
   task_body }
   int main(void){
      init(); //system initialization
      taskID taskName[] = {{task1}, {task2},
         ..., {taski}}; /list of tasks for state machine
10
      addTask(taskName); //create state machine
      scheduler(); //schedule tasks
11
      return 0:}
```