

```
1  _p type pvar1, ..., _p type pvari;  
  
3  void taski(void){type nvar1, ..., type nvari  
4  task_body }  
5  ...  
6  int main(void){  
7      init(); //system initialization  
8      taskID taskName[] = {{task1}, {task2},  
9          ..., {taski}}; /list of tasks for state machine  
10     addTask(taskName); //create state machine  
11     scheduler(); //schedule tasks  
12     return 0;}
```