

```
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;}
```