```
// interrupt
BEGIN
      REPEAT
              DO NOTHING/SLEEPING -> I SHOW LCD
          UNTIL button_pressed OR timer expires OR ……
                  IF button_pressed THEN
                      CALL BLINKING
                  IF timer_expires THEN
                      CALL CLEARDISPLAY
          CALL DISPLAY
END

// not using interrupt
BEGIN
   DO FOREVER
      IF button_pressed THEN
          SET TIMER
          CALL BLINKING
      ENDIF
      IF timer_expires THEN
           CALL CLEARDISPLAY
      ENDIF
      WAIT 5 sec    // Try to increase the sleep time and see what is happening
   END DO
END

BEGIN/BLINKING
      CALL DISPLAY
      DO 3 times
          TURN ON
           SLEEP …
          TURN OFF
       END DO
      CALL CLEARDISPLAY
END BLINKING

BEGIN/DISPLAY
      SHOW "Blinking ..;" ON LCD
END/DISPLAY

BEGIN/CLEARDISPLAY
      SHOW NOTHING ON LCD
```

END/CLEARDISPLAY