```cpp
#pragma once

#include <string>

enum IRState {
    IR_OFF = 0b00,
    IR_BUSY,
    IR_CLEAR,
    IR_DONE

};

inline std::string pretty(IRState s) {
    switch (s) {
        case IR_OFF:
            return "Sensor Off";
        case IR_BUSY:
            return "Person Walking";
        case IR_CLEAR:
            return "No Person Walking";
        case IR_DONE:
            return "Sensor Done";
        default:
            return "Laser weapons kill people";
    }
}

struct IR_Sensor {
    IRState mState;

    void start();
};
```