

```
1  #pragma once
2
3  #include <atomic>
4  #include <cstdint>
5  #include <thread>
6
7  class FloorLights {
8      std::thread mThread;
9      std::atomic_uchar X20;
10
11  public:
12      FloorLights();
13      ~FloorLights();
14
15      unsigned char getLights();
16
17      void start();
18
19  };
```