

```
/******  
  
Header file for FarmerMasterSM  
  
*****/  
  
#ifndef FARMER_MASTER_SM_H  
#define FARMER_MASTER_SM_H  
  
#include "ES_Configure.h"  
#include "ES_Types.h"  
  
typedef enum {Unpaired,  
              Wait2Pair,  
              Paired} FarmerMasterState_t;  
  
bool InitFarmerMasterSM(uint8_t Priority);  
bool PostFarmerMasterSM(ES_Event ThisEvent);  
ES_Event RunFarmerMasterSM(ES_Event ThisEvent);  
uint8_t getDogSelect(void);  
  
#endif
```