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#include "ES_Configure.h"
#include "ES_Framework.h"
#include "ES_DeferRecall.h"
#include "ES_ShortTimer.h"

#include "inc/hw_memmap.h"
#include "inc/hw_types.h"
#include "inc/hw_gpio.h"
#include "inc/hw_sysctl.h"
#include "driverlib/sysctl.h"
#include "driverlib/pin_map.h"
#include "driverlib/gpio.h"

#include "FarmerMasterSM.h"
#include "R_ButtonDebounce.h"
#include "L_ButtonDebounce.h"
#include "Constants.h"

static uint8_t MyPriority;
static R_DBState_t CurrentState;

bool InitR_ButtonDebounce(uint8_t Priority) {
    // Set service priority
    MyPriority=Priority;
    // Initialize the current state machine state
    CurrentState = R_Debouncing;
    // Initialize the debouncing timer
    ES_Timer_InitTimer(R_DEBOUNCE_TIMER, DEBOUNCE_TIME);
    // End Initialization
    ES_Event ThisEvent;
    ThisEvent.EventType = ES_INIT;
    return (ES_PostToService(MyPriority, ThisEvent));
}

bool PostR_ButtonDebounce(ES_Event ThisEvent) {
    return ES_PostToService(MyPriority, ThisEvent);
}

ES_Event RunR_ButtonDebounce(ES_Event ThisEvent) {
    ES_Event ReturnEvent;
    ReturnEvent.EventType = ES_NO_EVENT;

    switch (CurrentState)
    {
        case (R_Debouncing):
        {
            if ((ThisEvent.EventType == ES_TIMEOUT) && (ThisEvent.EventParam
== R_DEBOUNCE_TIMER))
            {
                CurrentState = R_Ready2Sample;
            }
            break;
        }

        case (R_Ready2Sample):
        {
            if (ThisEvent.EventType == ES_BUTTON_UP)
            {
                ES_Timer_InitTimer(R_DEBOUNCE_TIMER, DEBOUNCE_TIME);
                CurrentState = R_Debouncing;
                ES_Event Event2Post;
                Event2Post.EventType = ES_R_BUTTON_UP;
                PostFarmerMasterSM(Event2Post);
                printf("R Button Up\r\n");
            }
        }
    }
}

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    }
    else if (ThisEvent.EventType == ES_BUTTON_DOWN)
    {
        ES_Timer_InitTimer(R_DEBOUNCE_TIMER, DEBOUNCE_TIME);
        CurrentState = R_Debouncing;
        ES_Event Event2Post;
        Event2Post.EventType = ES_R_BUTTON_DOWN;
        PostFarmerMasterSM(Event2Post);
        printf("R Button Down\r\n");
    }
    break;
}
}
return ReturnEvent;
}

```