

verifySequence_runTest.h

```
2  * verifySequence_runTest.h
7
8 #ifndef VERIFYSEQUENCE_H_
9 #define VERIFYSEQUENCE_H_
10
11 // State machine will run when enabled.
12 void verifySequence_enable();
13
14 // This is part of the interlock. You disable the state-machine and then enable it
   again.
15 void verifySequence_disable();
16
17 // Used to detect if there has been a time-out error.
18 bool verifySequence_isTimeOutError();
19
20 // Used to detect if the user tapped the incorrect sequence.
21 bool verifySequence_isUserInputError();
22
23 // Used to detect if the verifySequence state machine has finished verifying.
24 bool verifySequence_isComplete();
25
26 // Standard tick function.
27 void verifySequence_tick();
28
29 // Standard runTest function.
30 void verifySequence_runTest();
31
32 #endif /* VERIFYSEQUENCE_H_ */
33
```