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ThreadController.h - Controlls a list of Threads with different timings

Basicaly, what it does is to keep track of current Threads and run when

necessary.

ThreadController is an extended class of Thread, because of that,

it allows you to add a ThreadController inside another ThreadController...

For instructions, go to https://github.com/ivanseidel/ArduinoThread

Created by Ivan Seidel Gomes, March, 2013.

Released into the public domain.

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#ifndef ThreadController\_h

#define ThreadController\_h

#include "Thread.h"

#include "inttypes.h"

#define MAX\_THREADS 15

class ThreadController: public Thread{

protected:

Thread\* thread[MAX\_THREADS];

int cached\_size;

public:

ThreadController(unsigned long \_interval = 0);

// run() Method is overrided

void run();

// Adds a thread in the first available slot (remove first)

// Returns if the Thread could be added or not

bool add(Thread\* \_thread);

// remove the thread (given the Thread\* or ThreadID)

void remove(int \_id);

void remove(Thread\* \_thread);

// Removes all threads

void clear();

// Return the quantity of Threads

int size(bool cached = true);

// Return the I Thread on the array

// Returns NULL if none found

Thread\* get(int index);

};

#endif