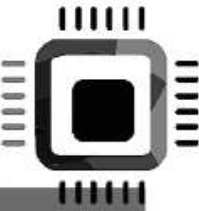


State table



State	Event						
	INC_TIME	DEC_TIME	TIME_TICK	START_PAUSE	ABRT	ENTRY	EXIT
IDLE	IDLE_Inc_time() NextState : TIME_SET	NULL	IDLE_Time_tick()	IDLE_Start_pause() N.S: STAT	NULL	IDLE_Entry()	IDLE_Exit()
TIME_SET	TIME_SET_Inc_time()	TIME_SET_Dec_time()	NULL	TIME_SET_Start_pause() NextState: COUNTDOWN	TIME_SET_abrt() NextState: IDLE	TIME_SET_Entry()	TIME_SET_Exit()
COUNTDOWN	NULL	NULL	COUNTDOWN_Time_tick() NextState: IDLE	COUNTDOWN_Start_pause() NextState : PAUSE	COUNTDOWN_abrt() NextState: ABRT	NULL	COUNTDOWN_Exit()
PAUSE	PAUSE_Inc_time() NextState: TIME_SET	PAUSE_Dec_time() NextState: TIME_SET	NULL	PAUSE_Start_pause() NextState: COUNTDOWN	PAUSE_abrt() NextState:IDLE	PAUSE_Entry()	PAUSE_Exit()
STAT	NULL	NULL	STAT_Time_tick() NextState: IDLE	NULL	NULL	STAT_Entry()	STAT_Exit()

Table of handlers