

```
1 // ...
2 Rec0 = ...;
3 Rec1 = ...;
4 Rec2 = ...;
5 Rec3 = ...;
6
7 if(currentState == state0 && Rec0) currentState = state1;
8 if(currentState == state1 && Rec1) currentState = state2;
9 if(currentState == state2 && Rec2) currentState = state3;
10 if(currentState == state3 && Rec3) currentState = state0;
11
12 switch(currentState) {
13     case state1:
14         task1();
15         break;
16     case state2:
17         task2A();
18         task2B();
19         break;
20     case state1:
21         task3();
22         break;
23     default:
24         taskDefault();
25         break;
26 // ...
27 }
28 // ...
29 void taskDefault() {
30     // ...
31 }
32 void task1() {
33     // ...
34 }
35 //...
```