## 1. The time value should be updated every second, even when it is not displayed (as for example, when the chrono is running). However, time is not updated when it is being edited.

States: **incrementTimer, isEdit, timeEditI, timeEditII**

Functions: *increaseTimeByOne*()

Events: -

Description: *increaseTimeByOne*() is called in state **incrementTimer**. Every second, the state changes to **isEdit**. If the state diagram is not in state **editTimeI** or **editTimeII** in region ShowTime, state **incrementTime** is called again immediately.

## 2. Pressing the top right button turns on the background light. The light stays on for as long as the button remains pressed. From the moment the button is released, the light stays on for 2 more seconds, after which it is turned off.

States: lightOff, lightOn1, lightOn2

Functions: unsetIndigo(), setIndigo()

Events: topRightPressed, topRightReleased

Description: Start in state **lightOff**, where function *unsetIndigo*() is called, which sets the light off. On pressing the top right button, it changes to state **lightOn1**, where the *setIndigo*() is called. After releasing it, the state changes to lightOn2, from which it changes to **lightOff** again after 2 seconds.