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/*
 * fsm_ui.h
 *
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 */

#ifndef FSM_UI_H_
#define FSM_UI_H_

typedef enum {s, h, m, e, digit, enter, eof} key;
typedef enum {idle, set, hours, minutes, seconds} state;

typedef void (*task_fn_ptr) ();

typedef struct
{
    key keyval;
    state next_state;
    task_fn_ptr tf_ptr;
} transition;

void set_fn();
void hours_fn();
void minutes_fn();
void seconds_fn();
void digit_fn();
void enter_hours_fn();
void enter_minutes_fn();
void enter_seconds_fn();
void error_fn();

state fsm_ui(state ps, key keyval);

#endif /* FSM_UI_H_ */
```