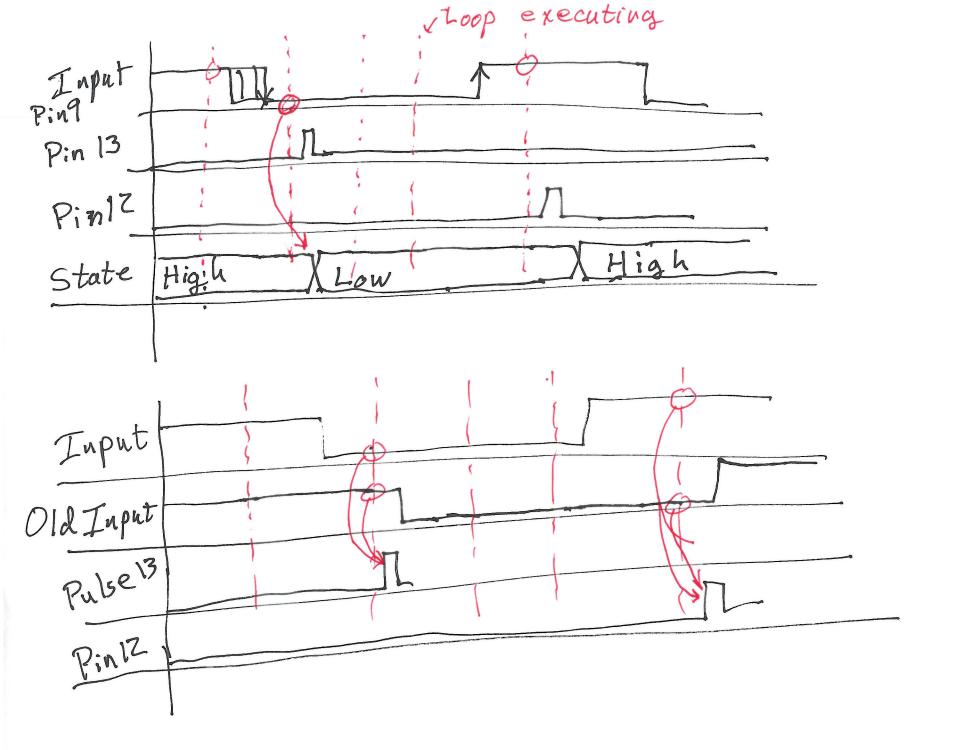
#define wait1/57D int State = Ø; Input= Ø int Next State (int Input) Input=1 static int State=0; switch (State) case Idle: if(Input ==0) ¿ State = Waits break; & case Wait:



TuPut = high/No Input=low/Pulse13 Input=low/ None Low Wait O High Input-high Input = high/None Input = low LowWI) 1/None Input = High Wait Input = high None Input = low/None Input = high/Pulse 12 Input = low/Non Added after class As you can see the STD can get very busy/crowded.