

#define Idle 0 / STD  
int State = 0;

#define Wait 1

int NextState(int Input)  
{

static int State = 0;

switch (State)

{

case Idle:

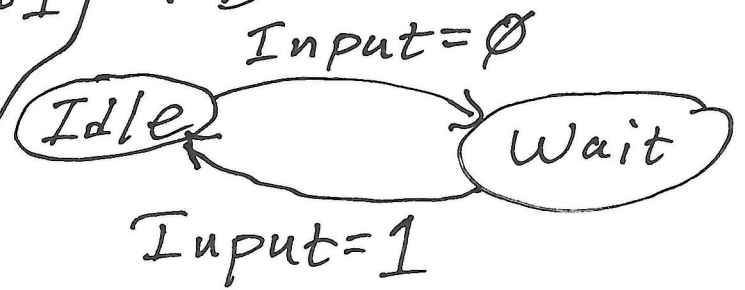
if (Input == 0)

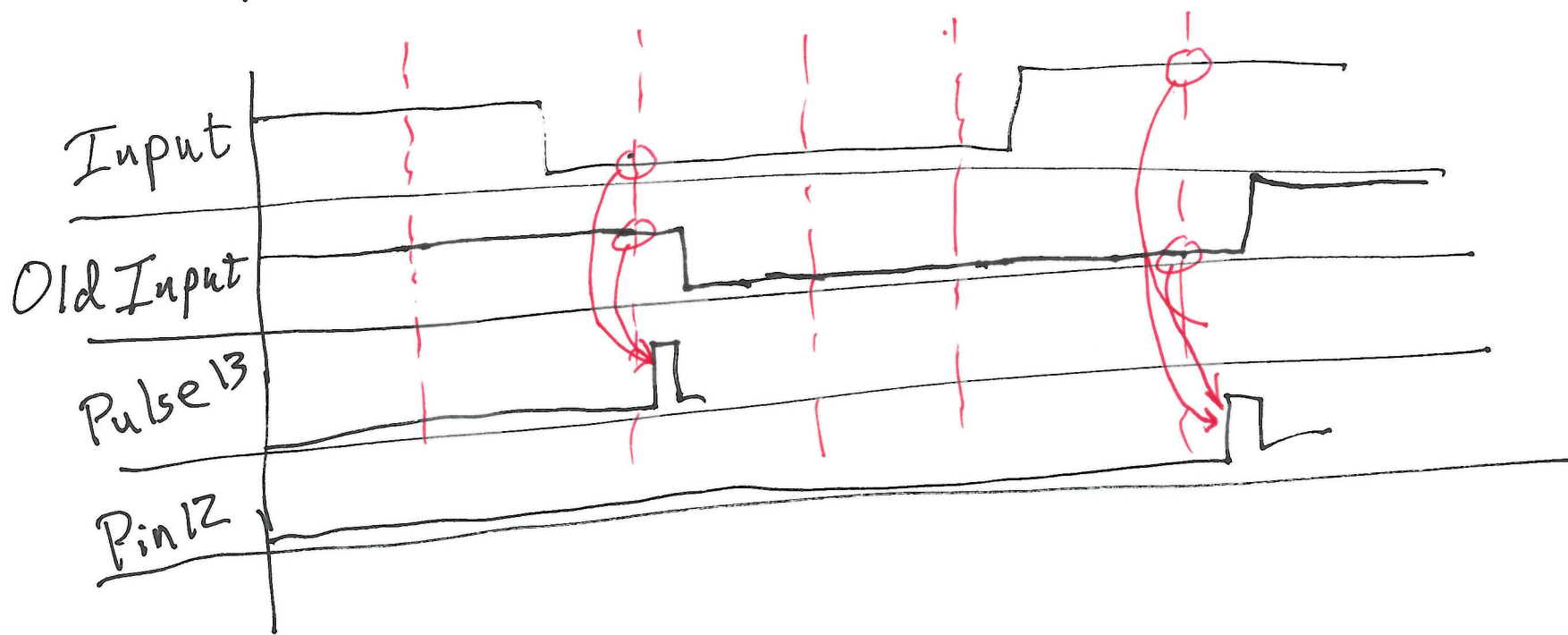
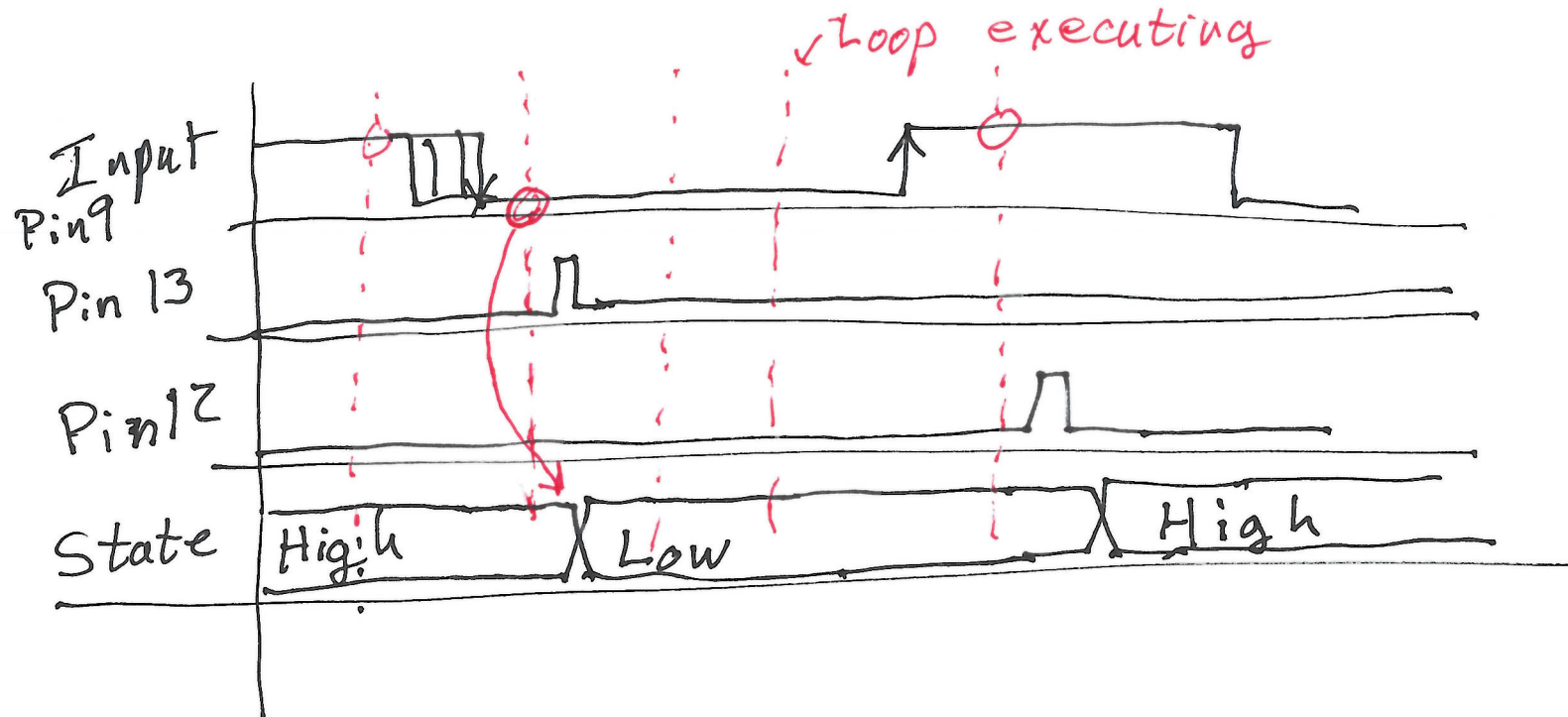
{ State = Wait;

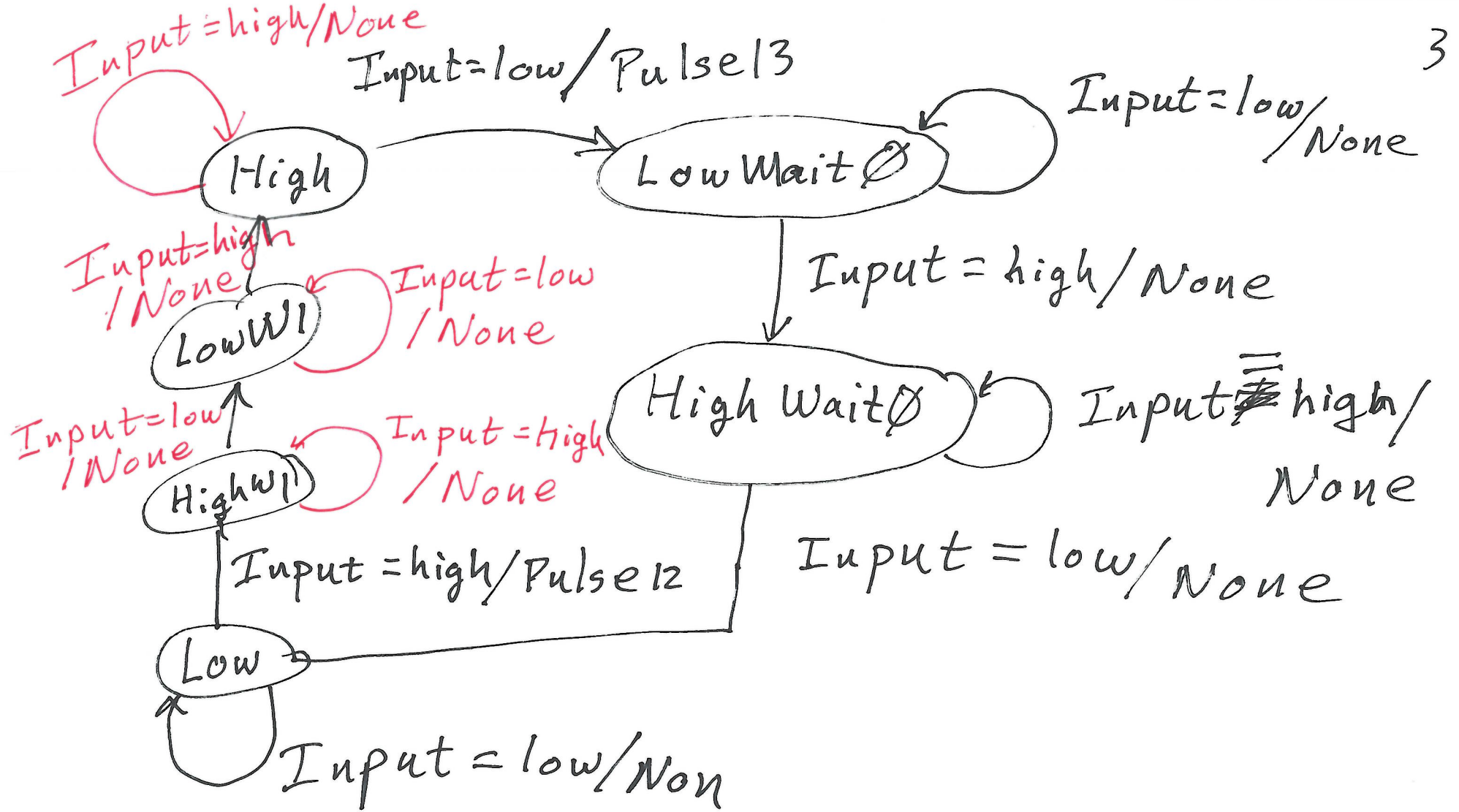
}

break;

case Wait:







Added after class

As you can see the STD can get very busy/crowded.