```
Blynk interrupt V1
{ // fully open
slidingGate.fullyOpen();
}

gate q=o; fullyOpen()
{
    set SM mode
    to FULLY_OPEN}
private SM_mode {FULLY,
                 OPEN}
```

```
main loop

loop () {

slidingGate. SM ();

swingGoteS . SM ();
swingGateE . SM ();

buzzer. SM ();
updateLEDs();

}
```