Pseudo Code for MasterSM

**Psuedo Code for MasterSM**

**InitMasterSM**

*Takes a priority number, returns True*

Initialize the MyPriority variable with the passed in parameter

Start the Master State machine with an ES\_Entry

**PostMasterSM**

*Takes an event to post, returns True if event was posted*

End of PostCaptureCityService

**RunMasterSM**

Start by passing events to the lower level machines by running DuringMaster function

Return an ES\_No\_Event

End of RunMasterSM

**StartMasterSM**

Call the RunMaserSM function with the CurrentEvent

End of StartMasterSM

**DuringMaster**

Set the return event as the event passed in the argument

If the event is an ES\_Entry

Start the lower level State machines (GameServiceSM and NavigationSM)

Else if the event is an ES\_Exit

Run the lower levels with the ES\_Exit event (GameServiceSM and NavigationSM)

Else

Run the lower level state machines (GameServiceSM and NavigationSM)

Return the return event

End DuringMaster