



```

updateButtons(struct){
    struct->setpoint += button0Flag
    struct->setpoint -= button1Flag
    button0Flag = 0
    button1Flag = 0}
    
```

```

updateTemp(struct){
    struct->temperature = readTemp()
    IF(struct->setpoint > struct->temperature)
        struct->heat = 1
        LED0 = ON
    ELSE
        struct->heat = 0
        LED0 = OFF}
    
```

```

updateServer(struct){
    struct->seconds++
    DISPLAY struct stats}
    
```