

// status is not defined, it will throw an error, telling 'cannot read step of undefined'

```
function checkAndUpdateStep(info) {
```

```
  switch (info.step) {
```

```
    case 'start':
```

```
      status.step = 'available';
```

```
      status.available = false;
```

```
      return status;
```

```
    case 'unavailable':
```

```
      status.step = 'available';
```

```
      status.available = true;
```

```
    case 'available':
```

```
      status.available = false;
```

```
      status.step = 'alldone';
```

```
      return status;
```

```
    case 'alldone':
```

```
      status.step = 'unavailable';
```

```
      status.available = false;
```

```
      return status;
```

```
    default:
```

```
      throw new Error('unknown step');
```

```
  }
```

```
}
```

```
function stateLoop() {
```

```
  if (info.available) {
```

```
    // this is important!
```

```
    doImportantThing();
```

```
  }
```

```
  checkAndUpdateStep(info);
```

```
  var current = { step: info.step, available: info.available };
```

```
  actOnCurrentState(current);
```

```
  setTimeout(stateLoop, 500);
```

```
}
```

```
var info = { step: 'start', available: false };
```

```
stateLoop();
```