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/*
    Real-Time Systems
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*/

#include "ticker.h"
#include "button.h"
#include "hal.h"
#include "states.h"

/* A table with function pointers. Each state is represented by a single function */
/* It must be made sure that the order of the functions here correspond to the */
/* order of the state enumeration in the states.h header file. */

void (*stateTable[])()={Red, RedYellow, Yellow, YellowB, Green, AllOff, Off};

void main(void) {

    initHardware();
    initStateMachine();

    /* This is the heart of the state machine */
    for(;;) {
        sampleInputs();
        stateTable[getCurrentState()]();
    }
}
```