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/*
    Real-Time Systems
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*/
#ifndef _statesh
#define _statesh

/* All states as an enum */
typedef enum {RED=0, REDYELLOW, YELLOW, YELLOWB, GREEN, ALLOFF, OFF} states;

/* One function for each state */
void Red(void);
void RedYellow(void);
void Yellow(void);
void YellowB(void);
void Green(void);
void Alloff(void);
void Off(void);

/* Setter and getters for the current state */
states getCurrentState(void);
void setCurrentState(enum cs);

/* Setter and getters for the previous state */
/* to detect a state transition */
states getLastState(void);
void setLastStateState(enum cs);

/* Initialization of the state machine, go to initial state */
void initStateMachine(void);
#endif
```