

```
1 // UserFiniteStateMachine.h
2
3 /*=====
4 /* Application code
5 /*
6 /* Name: UserFSM()
7 /* Version:
8 /* Date:
9 /* Author:
10 /*
11 /* Short description:
12 /*
13 /*
14 /*=====
15 /*=====
16 /*===== START USER APPLICATION ===== START USER APPLICATION =====
17 /*=====
18 /*=====
19 //
20 // State machine
21 //
22 // Each phase exists of 2 parts, e.g. the phase actions and transition conditions.
23 // In the phase actions, all activated tags are mentioned. Deactivation is not needed, deactivation is
24 // done at the end of the main loop. In the conditions section, all conditions for the transitions to another
25 // phase are mentioned. When all condition are true, the new phase can be set. It is possible to programm
26 // more then 1 transition. In such a case it is necessary to keep the priority in mind.
27 //
28 /*=====
29
30
31 void UserFSM()
32 {
33     //
34     // Machine state "START" is the default state at startup of the board!
35     //
```

```
36     if (MachineState == FiniteState("START"))
37     {
38         TransitionToState("WARM");
39     };
40
41     if (MachineState == FiniteState("WARM"))
42     {
43         Activate("K1");
44         Temperatuur = TempValue("T1");
45         if (Temperatuur < 4) TransitionToState("KOUD");
46     };
47
48     if (MachineState == FiniteState("KOUD"))
49     {
50         Temperatuur = TempValue("T1");
51         if (Temperatuur > 6) TransitionToState("WARM");
52     };
53
54
55
56     /*=====
57     /*=====
58     /*=====  END USER APPLICATION =====  END USER APPLICATION =====
59     /*=====
60     /*=====
61 }
62
```