

```
/******  
  
Header file for template Flat Sate Machine  
based on the Gen2 Events and Services Framework  
  
*****/  
  
#ifndef ButtonSM_H  
#define ButtonSM_H  
  
#include "ES_Configure.h"  
#include "ES_Types.h"  
#include "ES_ServiceHeaders.h"  
  
// Event Definitions  
  
// typedefs for the states  
// State definitions for use with the query function  
typedef enum { DEBOUNCING, READY2SAMPLE } ButtonState_t ;  
  
// Public Function Prototypes  
  
boolean InitializeButton ( uint8_t Priority );  
boolean PostButtonSM( ES_Event ThisEvent );  
ES_Event ButtonDebounceSM( ES_Event ThisEvent );  
ButtonState_t QueryButtonSM ( void );  
  
#endif /* FSMTemplate_H */
```