

```
1  /*****
2  MasterVehicle header file for Hierarchical Sate Machines
3  ME218B Winter 2017, Team 4
4  *****/
5
6  #ifndef MasterVehicle_H
7  #define MasterVehicle_H
8
9  // State definitions for use with the query function
10 typedef enum { INIT_STATE, IDLE_STATE, STAGING_STATE,
11 SHOOTING_STATE, SUPPLYING_STATE } MasterVehicleState_t ;
12
13 // Public Function Prototypes
14 ES_Event RunMasterVehicleSM( ES_Event CurrentEvent );
15 void StartMasterVehicleSM ( ES_Event CurrentEvent );
16 bool PostMasterVehicleSM( ES_Event ThisEvent );
17 bool InitMasterVehicleSM ( uint8_t Priority );
18 MasterVehicleState_t QueryMasterVehicleSM ( void );
19 uint32_t get_Supply_location_x(void);
20 uint32_t get_Supply_location_y(void);
21 int get_num_ball(void);
22 void increment_num_ball(void);
23 void decrement_num_ball(void);
24 int get_Team(void);
25
26 uint32_t get_Stage_Green_X(uint8_t index);
27 uint32_t get_Stage_Green_Y(uint8_t index);
28 uint32_t get_Stage_Red_X(uint8_t index);
29 uint32_t get_Stage_Red_Y(uint8_t index);
30 uint32_t get_Shoot_Green_X(uint8_t index);
31 uint32_t get_Shoot_Green_Y(uint8_t index);
32 uint32_t get_Shoot_Red_X(uint8_t index);
33 uint32_t get_Shoot_Red_Y(uint8_t index);
34
35 void update_score(uint8_t red_input, uint8_t green_input);
36 uint8_t get_red_score(void);
37 uint8_t get_green_score(void);
38 #endif /*MasterVehicle_H */
39
40
```