

```
1  /*****
2   ShootSM header file for Hierarchical Sate Machines
3   *****/
4
5   #ifndef SHOOTSM_H
6   #define SHOOTSM_H
7
8   // typedefs for the states
9   // State definitions for use with the query function
10  typedef enum { SHOOT_WAITING, SHOOT_MOVE_X, SHOOT_MOVE_Y, SHOOTING, RESET_SHOOTER } ShootingState_t ;
11
12  // Public Function Prototypes
13  ES_Event RunShootSM( ES_Event CurrentEvent );
14  void StartShootSM ( ES_Event CurrentEvent );
15  ShootingState_t QueryShootSM ( void );
16  uint32_t queryShootingCurrentXDestination(void);
17  uint32_t queryShootingCurrentYDestination(void);
18  void set_shot_delay_for_last_eighteen(void);
19  void reset_shot_delay_time(void);
20  int get_num_ball(void);
21  #endif /*SHOOTSM_H */
22
23
```