**JSRHandlerHSMS State Pseudo Code**

**Key:**

Capital Case used for variables and function names (Ed’s Convention)

/\* comments \*/

// place holder for code

Only code needed for lowest level state (During func)

Write Durings for everything, but comment out the function call if not needed

**Start JSRHandlerHSMS (CurrentEvent)**

// Handle history or irregular entry here

If not history entry

Current state = WaitingToStart;

End

/\* Call ENTRY function for JSRHandlerHSMS \*/

RunJSRHandlerHSMS(CurrentEvent)

End Start

**Run JSRHandlerHSMS (CurrentEvent)**

Init MakeTransition, NextState, EntryEventKind, ReturnEvent

/\* React differently based on the state you’re in \*/

Switch (CurrentState)

Case WaitingToStart

/\* Execute During to respond to event \*/

CurrentEvent = During WaitingToStart (CurrentEvent)

/\* Handle all events relevant to WaitingToStart \*/

If ES\_NO\_EVENT does not == CurrentEvent

Switch (CurrentEvent)

Case JSR\_NEW\_ROUND

NextState = GamePlay;

MakeTransition = True;

EntryEventKind = EV\_ENTRY;

ReturnEvent = currentEvent; Break

End switch

End if

Break

Case GamePlay

/\* Execute During to respond to event \*/

CurrentEvent = During GamePlay (CurrentEvent)

/\* Handle all events relevant to GamePlay \*/

If ES\_NO\_EVENT does not == CurrentEvent

Switch (CurrentEvent)

Case JSR\_GAME\_OVER

NextState = GameOver;

MakeTransition = True;

EntryEventKind = EV\_ENTRY;

ReturnEvent = currentEvent; Break

End switch

End if

Break

Case GameOver

/\* Execute During to respond to event \*/

CurrentEvent = During GameOver (CurrentEvent)

// Final state – no transitions

Break

End switch

/\* Handle transitions between states \*/

If (MakeTransition)

/\* Exit this state \*/

CurrentEvent.EventType = ES\_EXIT

Run JSRHandlerHSMS(CurrentEvent)

/\* Enter next state \*/

CurrentState = NextState; // Change to next state

CurrentEvent.EventType = EventEntryKind;

Run JSRHandlerHSMS(CurrentEvent)

End if

Return ReturnEvent

End Run

**During GamePlay (CurrentEvent)**

Init ReturnEvent

If (EV\_ENTRY == CurrentEvent)

// Execute Entry actions here

/\* Start lower level SM(s) \*/

StartJSRGamePlayHSMS(CurrentEvent)

Else if (EV\_ExIt == CurrentEvent)

/\* Exit lower level SM(s) \*/

RunJSRGamePlayHSMS(CurrentEvent)

// Execute Exit actions here

Else

/\* Pass event to lower level SM(s) \*/

// ReturnEvent = RunJSRGamePlayHSMS (CurrentEvent)

// Execute any internal event response here

End if

return ReturnEvent // or CurrentEvent to avoid event consumption

End During

**During WaitingToStart (CurrentEvent)**

Init ReturnEvent

If (EV\_ENTRY == CurrentEvent)

// Execute Entry actions here

/\* No lower level SM(s) \*/

Else if (EV\_ExIt == CurrentEvent)

/\* No lower level SM(s) \*/

// Execute Exit actions here

Else

/\* No lower level SM(s) \*/

// Execute any internal event response here

End if

return ReturnEvent // or CurrentEvent to avoid event consumption

End During

**During GameOver (CurrentEvent)**

Init ReturnEvent

If (EV\_ENTRY == CurrentEvent)

// Execute Entry actions here

/\* No lower level SM(s) \*/

Else if (EV\_ExIt == CurrentEvent)

/\* No lower level SM(s) \*/

// Execute Exit actions here

Else

/\* No lower level SM(s) \*/

// Execute any internal event response here

End if

return ReturnEvent // or CurrentEvent to avoid event consumption

End During