**WaitingToStartHSM 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 WaitingToStartHSMS (CurrentEvent)**

// Handle history or irregular entry here

If not history entry

CurrentState = PoweringOn;

End

/\* Call ENTRY function for WaitingToStartHSMS \*/

Run WaitingToStartHSMS(CurrentEvent)

End Start

**WaitingToStartHSMS\_t Run WaitingToStartHSMS (CurrentEvent)**

Init MakeTransition, NextState, EntryEventKind, ReturnEvent

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

Switch (CurrentState)

Case PoweringOn:

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

CurrentEvent = During PoweringOn (CurrentEvent)

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

If ES\_NO\_EVENT does not == CurrentEvent

Switch (CurrentEvent)

Case EV\_JSR\_READY:

// Any transition action here

NextState = ReadyToPlay;

MakeTransition = True;

EntryEventKind = EV\_ENTRY;

ReturnEvent = CurrentEvent;

Break

End switch

End if

Break

Case ReadyToPlay:

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

CurrentEvent = DuringReadyToPlay (CurrentEvent);

// Final state – no transitions

Break;

End switch

/\* Handle transitions between states \*/

If (MakeTransition)

/\* Exit this state \*/

CurrentEvent.EventType = EV\_EXIT;

Run WaitingToStartHSMS(CurrentEvent)

/\* Enter next state \*/

CurrentState = NextState; // Change to next state

CurrentEvent.EventType = EventEntryKind;

Run WaitingToStartHSMS(CurrentEvent)

End if

Return ReturnEvent

End Run

**WaitingToStartHSMS\_t Query WaitingToStartHSMS (CurrentEvent)**

Return CurrentState;

End Query

**During PoweringOn (CurrentEvent)**

Init ReturnEvent

If (EV\_ENTRY == CurrentEvent)

// Execute Entry actions here

Post ES\_INIT

/\* 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

End During

**During ReadyToPlay (CurrentEvent)**

Init ReturnEvent

If (EV\_ENTRY == CurrentEvent)

// Execute Entry actions here

Read Game Mode pin and set game mode

/\* 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

End During