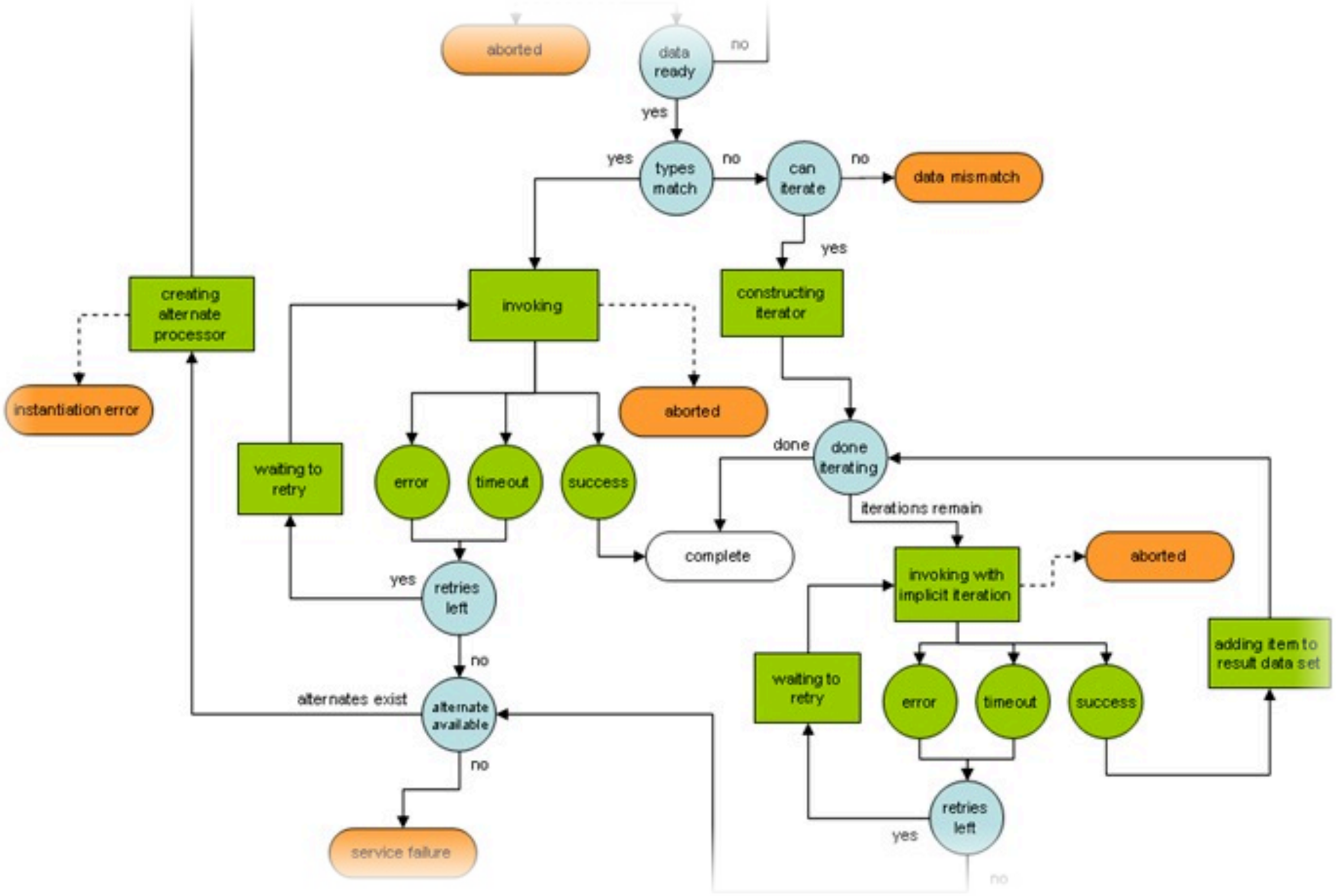
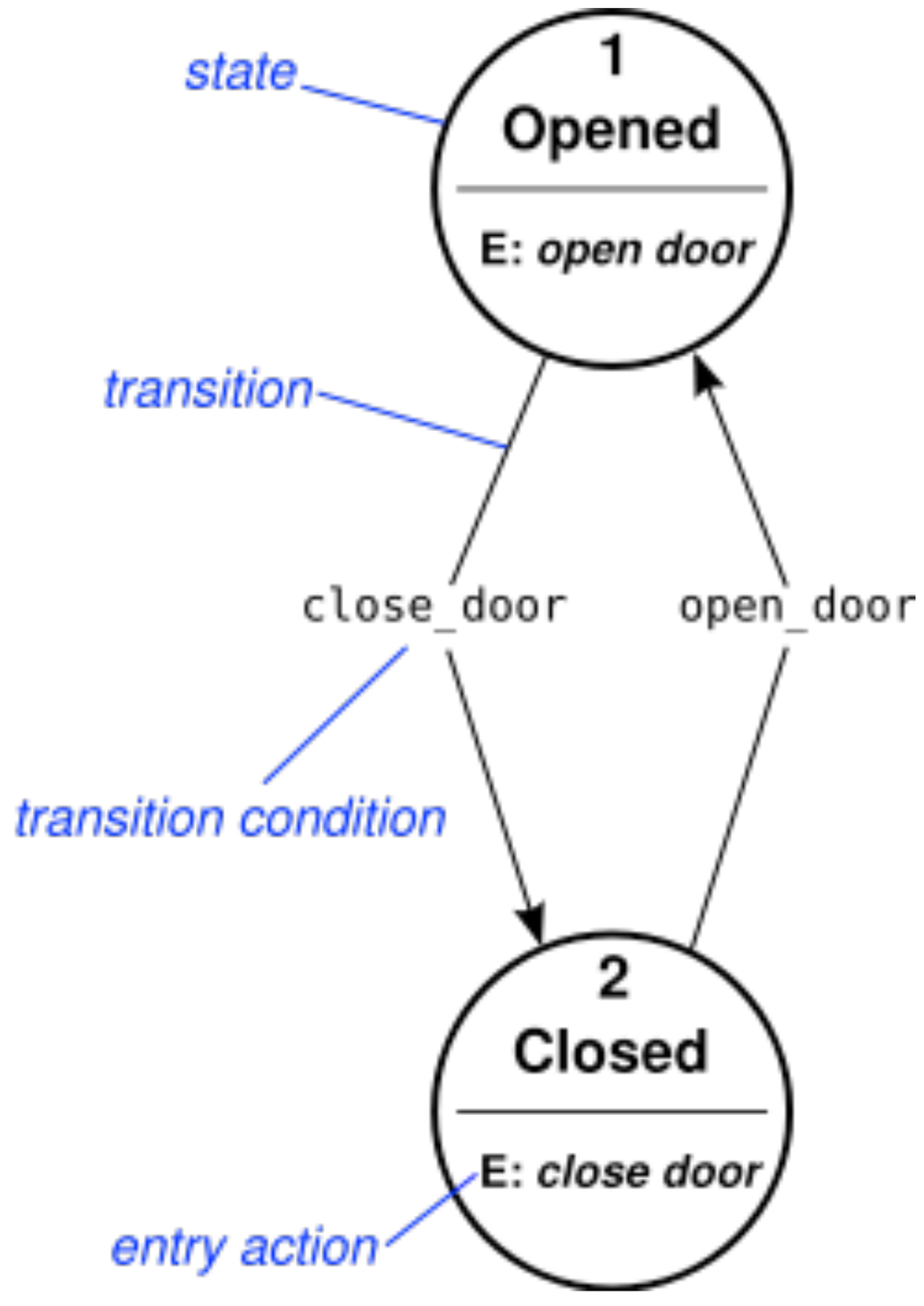
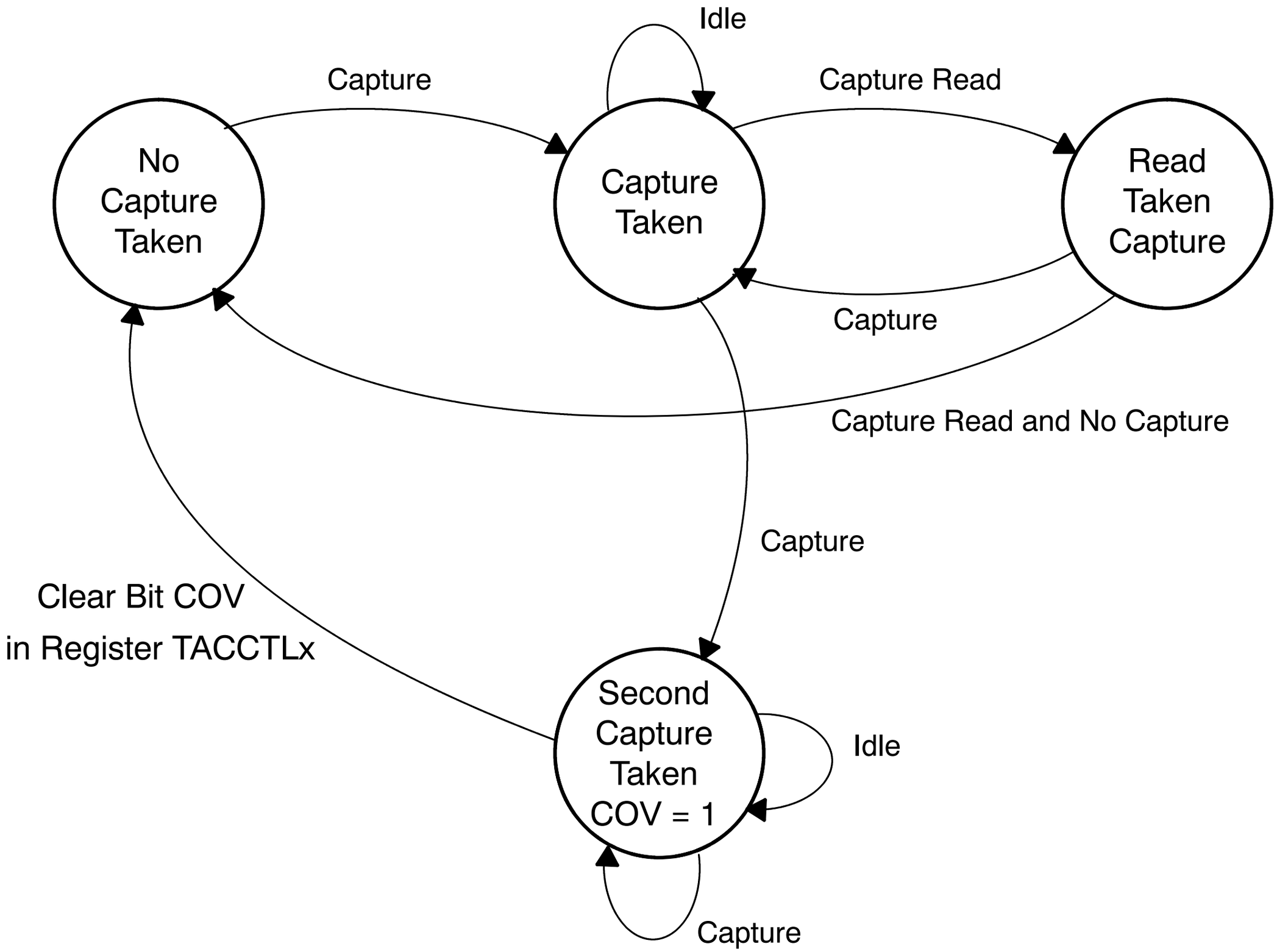
Event-Driven Programming



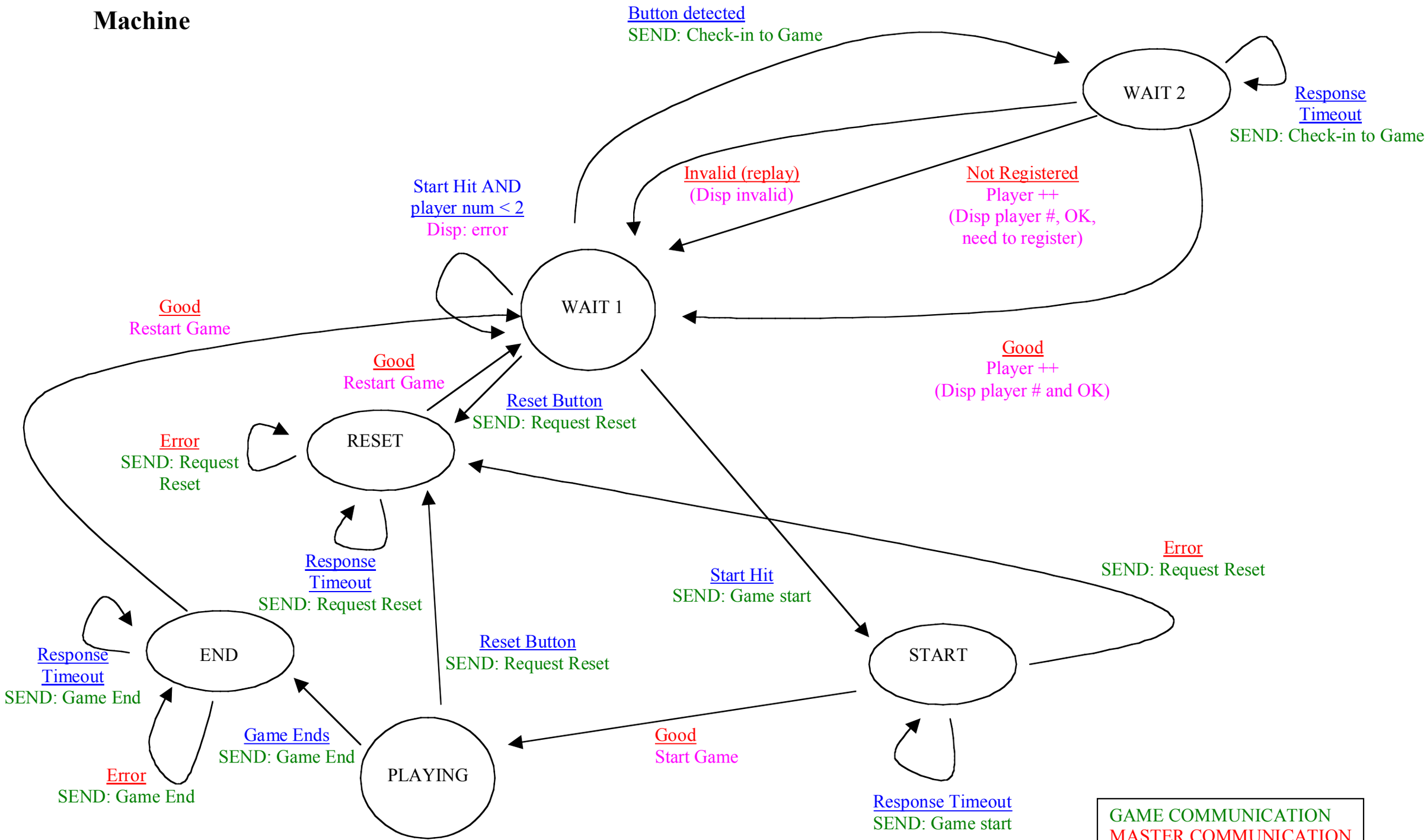
the finite-state machine



http://en.wikipedia.org/wiki/Finite-state_machine


Idle
Capture
Capture Read
No
Capture
Taken
Capture
Taken
Read
Taken
Capture
Capture
Capture Read and No Capture
Capture
Clear Bit COV
in Register TACCTLx
Second
Capture
Taken
COV = 1
Idle
Capture

Main State Machine



C switch/case syntax:

```
switch(CONDITION){
   case VALUE1:
      // do something;
      break;
   case VALUE2:
      // do something;
      break;
   default:
      // do something;
      break;
}
```