1 ORGANIZING THE STATE MACHINE

Possible Organization of FSM Code

[Part 1] Capture input and/or wait for trigger (such as user input or time elapsed)
[Part 2] Preprocess, update common or extended state variables
[Part 3] Switch (state)
  case S0: decode actions
         decide state & extended state variables update
  case S1: ⋮
[Part 4] performs actions (such as output) ⋮ Go to [Part 1]

Concepts:
  extended state variables
  substates
  Triggers (when to perform FSM iterations)
2 CONTROLLER

Write an Assembly code of state machine that controls Led and Buzzer on Avr Microcontroller with a Button.

State Machine Structure:
   State 1: Rest State
   State 2: Led On
   State 3: Led On and Buzzer Beeps
   Transition between States is controlled by a button

You will be given partial code which includes functions that are necessary to perform actions. Write the State Machine Code appropriately for the system to function

Suggestions for writing Code:
1. Go through given code once
2. Handle Transition Properly Before Jumping to next state