

*** Pseudo-Code for SocceringSM Run Function ***

Switch structure on current state

Soccering state:

Execute corresponding during function

*** Pseudo-Code for SocceringSM Start Function ***

Initialize entry state as “Soccering” and run the Soccering state machine

*** Pseudo-Code for SocceringSM, Soccering State, During Function ***

If current event is ES_ENTRY

Stop the drive motors

Start the ball shooting state machine

Post a Fire_All_Balls command to the Master HSM

Else if current event is ES_EXIT

Stop the ball shooting state machine