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/*****
Template header file for Hierarchical State Machines AKA StateCharts
02/08/12 adjustments for use with the Events and Services Framework Gen2
3/17/09 Fixed prototypes to use Event_t
*****/

#ifndef SwitchBranchSM_H
#define SwitchBranchSM_H

// typedefs for the states
// State definitions for use with the query function

typedef enum {
    INPUT_STATE, ROTATE_90_STATE, DRIVE_STATE, REALIGN_STATE
} SwitchBranchState_t;

typedef enum {
    CW, CCW
} Rotation_t;

// Public Function Prototypes

ES_Event_t RunSwitchBranchSM(ES_Event_t CurrentEvent);
void StartSwitchBranchSM(ES_Event_t CurrentEvent);
SwitchBranchState_t QuerySwitchBranchSM(void);

Rotation_t getLastTurn(void);
uint8_t getCurrentBranch(void);

#endif /*SwitchBranchSM_H */

```