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/*
Header file for CheckValidSM Finite State Machine
based on the Event Framework

*/

#ifndef CheckValidSM_H
#define CheckValidSM_H

// Event Definitions
#include "ES_Events.h"
#include "ES_Types.h"

typedef enum { InitPState, Check0x7E, Check0,
              CheckDataLength, ReceiveData } CheckValidState_t ;

// Public Function Prototypes

boolean InitCheckValidSM ( uint8_t Priority );
boolean PostCheckValidSM( ES_Event ThisEvent );
ES_Event RunCheckValidSM( ES_Event ThisEvent );
CheckValidState_t QueryCheckValidSM ( void );

unsigned char *ReturnDataArray(void);

#endif /* CheckValidSM_H */
```