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/**
 * Mummy.h
 * This is the header file for the Mummy module.
 */

#ifndef Mummy_H
#define Mummy_H

/* Event definitions */
#include "ES_Configure.h" // gets us event definitions
#include "ES_Types.h" // gets bool type for returns

/* typedefs for the states for use with the query function */
typedef enum { InitMummy, ARMED, WaitForFirstButtonSuccess,
               WaitForSecondButtonSuccess, WaitForBeardSuccess,
               WaitForLoopMiddle, WaitForLoopResetStage1,
               WaitForLoopEnd, WaitForLoopResetStage2, disARMED,
               Standby } MummyState_t;

/* Public function prototypes */
bool InitializeMummy(uint8_t Priority);
bool PostMummySM(ES_Event ThisEvent);
ES_Event RunMummySM(ES_Event CurrentEvent);
MummyState_t QueryMummySM(void);

#endif /* Mummy_H */
```