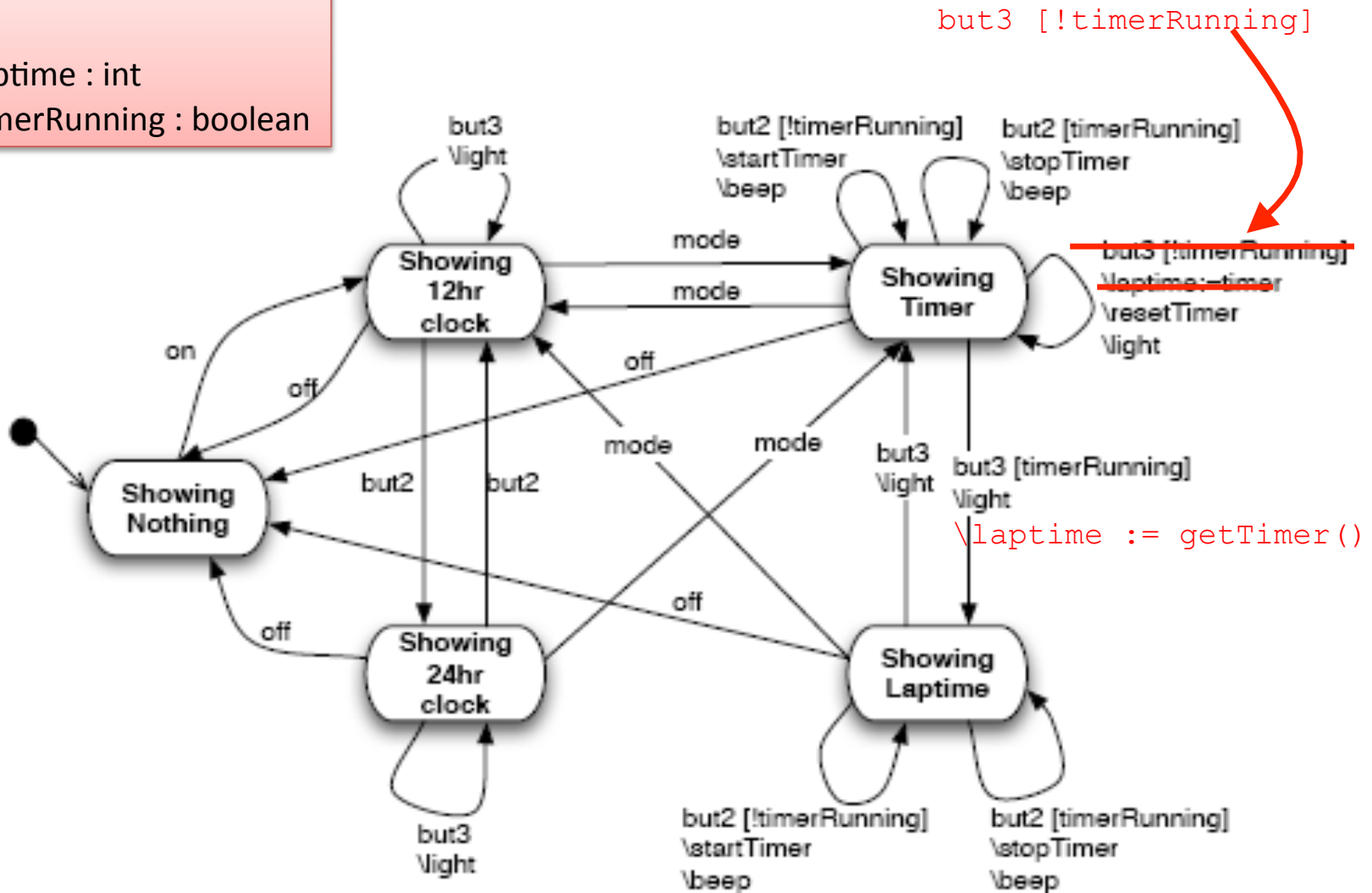


Variables:

```
var laptime : int  
var timerRunning : boolean
```



state of this State Machine = an assignment of values to this 4-tuple:

(State, laptime, timerRunning, curEvent)

where State = {Sh12, Sh24, ShNT, ShTi, ShLT}, laptime = {0:00, ...}, timerRunning = {T,F}

curEvent = {on, off, but2, but3, mode}