

```
/******  
  
Header file for template service  
based on the Gen 2 Events and Services Framework  
  
*****/  
  
#ifndef LightService_H  
#define LightService_H  
  
#include "ES_Configure.h"  
#include "ES_Types.h"  
  
// typedefs for the states  
typedef enum {LightInactivity, WaitingForPot, Debounce, Feedback} LightState_t;  
  
// Public Function Prototypes  
void TurnOffSun(void);  
bool Check4PotChange(void);  
  
bool InitLightService(uint8_t Priority);  
ES_Event_t RunLightService(ES_Event_t ThisEvent);  
bool PostLightService(ES_Event_t ThisEvent);  
  
#endif /* LightService_H */
```