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// Module variables
// static uint8_t MyPriority;
// static uint8_t LastButtonState;
// static HarvestButtonState_t CurrentState;

// bool InitHarvestButtonService(uint8_t Priority)
//     // Initialize the MyPriority variable with the passed in parameter
//     // Turn off harvest button LED
//     // Sample port line and use it to initialize the LastInputState variable
//     // Sample the button port pin and use it to initialize LastButtonState
//     // Set CurrentState to Ready2Sample
//     // post the initial transition event
// end function

// bool PostHarvestButtonService(ES_Event_t ThisEvent)
//     // PostToService this event
// end function

// bool Check4ButtonDown(void)
//     // Set CurrentSwitchState to state read from port pin
//     // Check start of PA2 and write to CurrentSwitchState
//     // if there is a rising or falling edge on the button and the
CurrentButtonState is down
//     // Post BUTTON_PRESSED to GAME_SERVICE
//     // set LastButtonState = CurrentButtonState
// end function

// ES_Event_t RunHarvestButtonService(ES_Event_t ThisEvent)
//     // assume no errors
//     // set ReturnEvent as ES_NO_EVENT

//     // switch CurrentState
//         // case Debouncing
//             // If Debounce button timer times out
//             // Read button state
//             // if button state high
//                 // post button pressed to game service
//             // Move to Ready2Sample

//         // case Ready2Sample
//             // if BUTTON_PRESSED
//                 // Init Debounce Timer
//                 // Move to Debouncing

//     // end switch
// end function

```