

```

properties
Dispatch_Protocol => Periodic;
Period => 10 Ms;
Compute_Entrypoint => "lire_bouton";

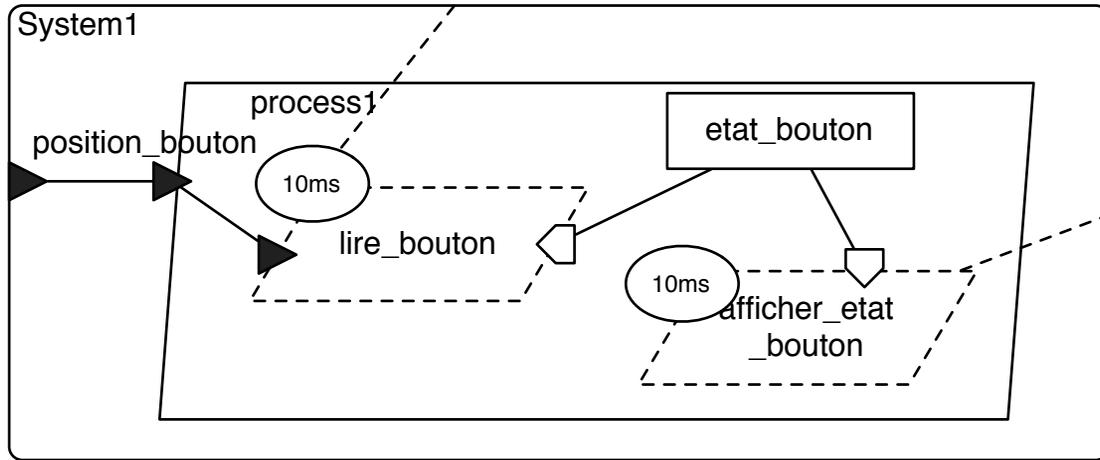
```

**lire\_bouton**

```

position = Get_value(position_bouton)
etat_bouton.Write_Data(position)

```



```

properties
Dispatch_Protocol => Periodic;
Period => 10 Ms;
Compute_Entrypoint => "afficher_bouton";

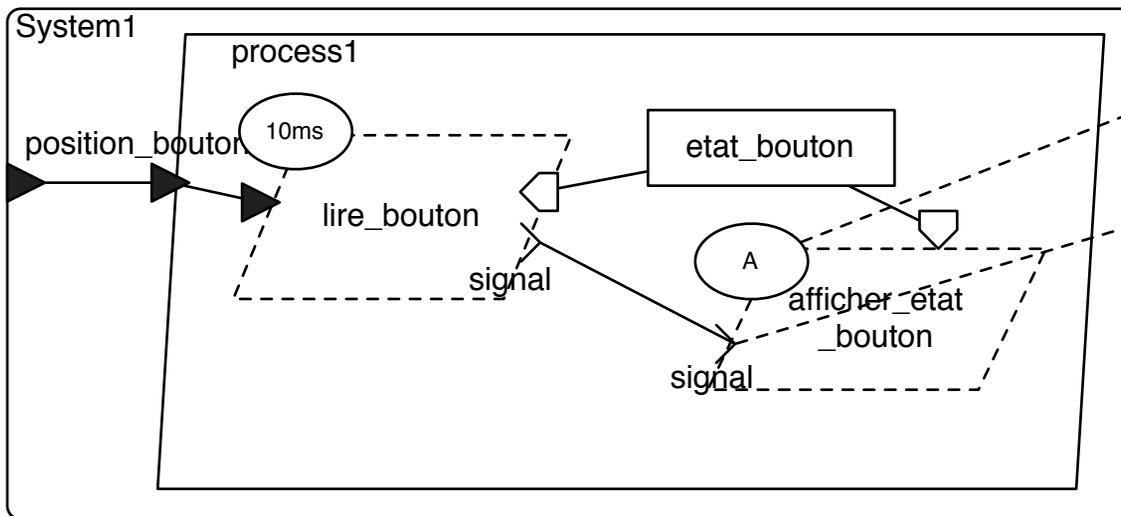
```

**afficher\_bouton**

```

etat = etat_bouton.Read_Data()
Afficher(etat)

```



```

properties
Dispatch_Protocol => Aperiodic;

```

```

Compute_Entrypoint => "afficher_bouton";

```

**afficher\_bouton**

```

etat = etat_bouton.Read_Data()
Afficher(etat)

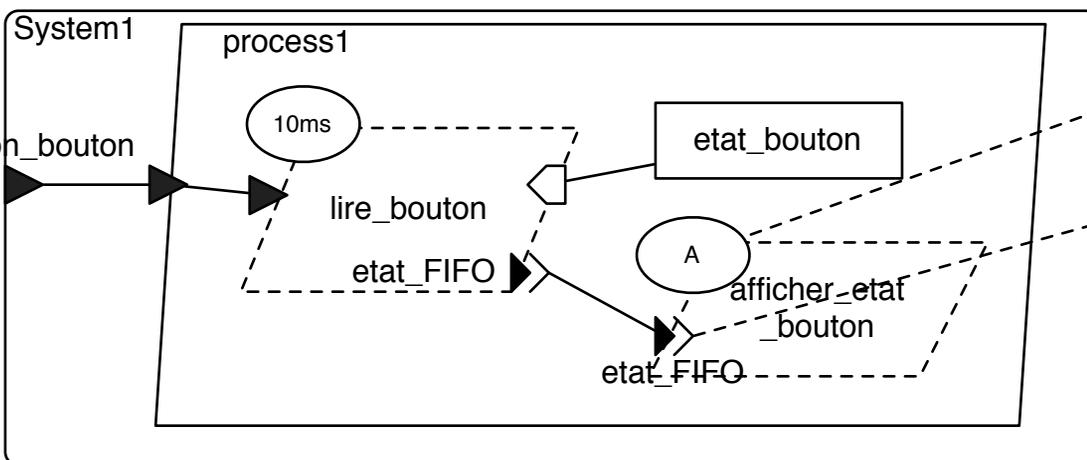
```

**lire\_bouton**

```

position = Get_value(position_bouton)
etat_bouton.Write_Data(position)
Send_Output(signal)

```



```

properties
Dispatch_Protocol => Aperiodic;

```

```

Compute_Entrypoint => "afficher_bouton";
Queue_Size => 10;
Overflow_Handling_Protocol => Dropnewest;
Dequeue_Protocol => OneItem;

```

**afficher\_bouton**

```

etat = Get_Value(etat_FIFO)
Afficher(etat)

```

**lire\_bouton**

```

position = Get_value(position_bouton)
etat_bouton.Write_Data(position)
Put_value(etat_FIFO, position)
Send_Output(etat_FIFO)

```