Finite State Machine

Tick Function (Entry State)				
			Transitions Output: Exit Sta	te
Each State	Exit State = Transition State when condition met			
	Exit State = Entry State when condition NOT met			
Code: Exit State = Entry State Switch (Entry State)				
State Init		Exit State = Initial State		
Entry State 1		If (Cond) Exit State = Transition State		
Entry State 2		If (Cond) Exit State = Transition State		
State n		If (Cond) Exit State = Transition State		
Default State		Exit State = Error State		
Code: —— Switch (Exit State)		_	State Actions Sutput: Exit State	
Exit State 1		State Actions		
Exit State 2		State Actions		
Exit State n		State Actions		
Return (Exit State)				