## Finite State Machine

## Tick Function (Entry State)

## Transitions <br> Output: Exit State

Each Exit State $=$ Transition State when condition met
State 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)

## Exit State 1 State Actions

## Exit State 2 State Actions

Exit State n State Actions Return (Exit State)

