

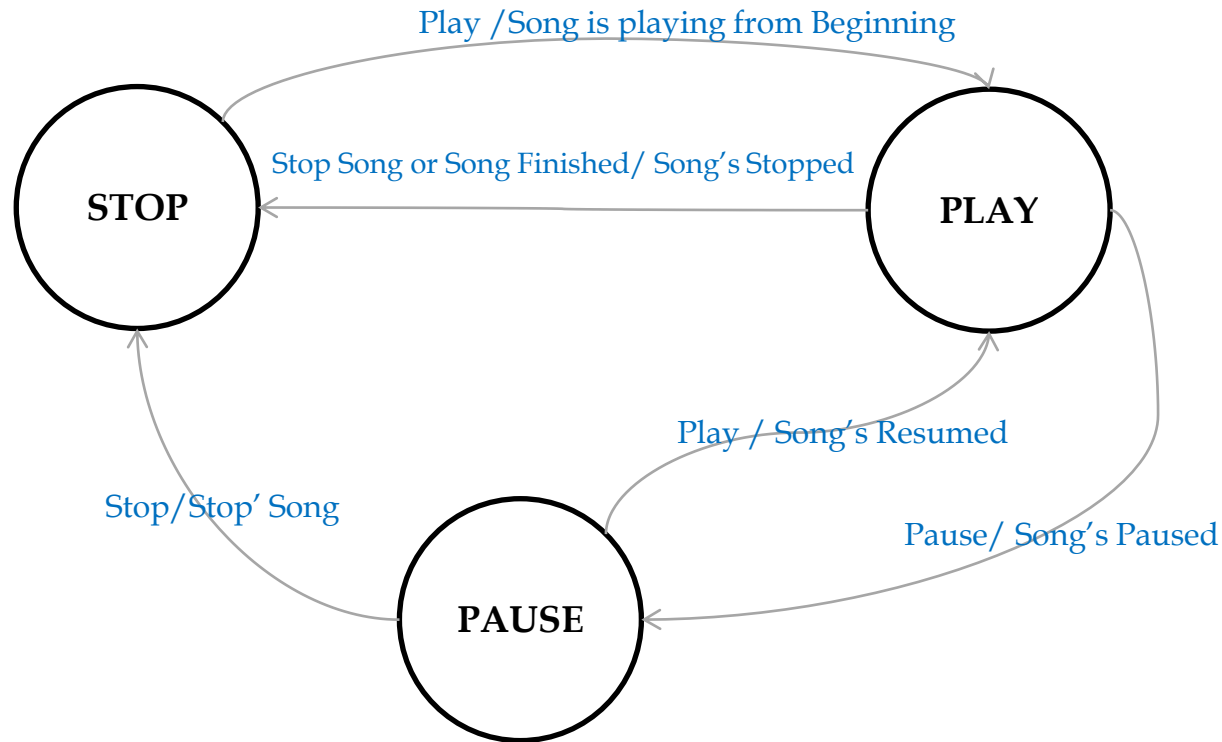
# Mp3 Player Conceptual Example

# *Problem Definition*

Design & Simulate a system for **mp3 player**



# *Finite State Machine (Graphical)*



# *Finite State Machine (Transition Table)*

Current State	Event	Action	Next State
STOP	Play	Play song from beginning	PLAY
STOP	Pause		STOP
STOP	Stop		STOP
STOP	Song Finished		STOP
PLAY	Play		PLAY
PLAY	Pause	Song's Paused	PAUSE
PLAY	Stop	Song's Stopped	STOP
PLAY	Song Finished	Song's Stopped	STOP
PAUSE	Play	Song' Resumed	PLAY
PAUSE	Pause		PAUSE
PAUSE	Stop	Song's Stopped	STOP
PAUSE	Song Finished		PAUSE