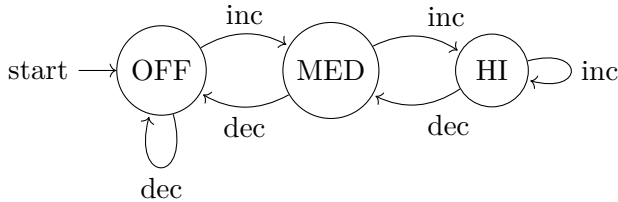# Lab 6: Finite state machines
March 12, 2015

1. Implement the FSM given below in the `FanState` enumeration.

   You may find the following code that implements the FSM discussed at the lecture a useful starting point.

```
enum FanState {
 OFF {
   FanState eval(String command) { return MED; }
 },MED {
   FanState eval(String command) { return HI; }
 },HI {
   FanState eval(String command) { return OFF; }
 };
 /** The constant representing each state implements this **/
 abstract FanState eval(String command);
}
```

2. Note that the `FanControl` server is multithreaded. What would happen if multiple clients connected and sent control requests at the same time?