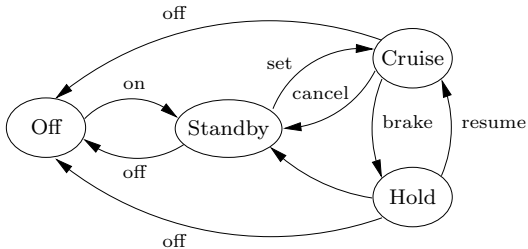




(a) User interface



(b) State machine

**Figure 1.16:** Finite state machine for cruise control system. The figure on the left shows some typical buttons used to control the system. The controller can be in one of four modes, corresponding to the nodes in the diagram on the right. Transition between the modes is controlled by pressing one of the four buttons on the cruise control interface: on/off, set, resume, or cancel.