**Assignment-2**

**A finite-state machine (FSM) or finite-state automaton (FSA, plural: automata), finite automaton, or simply a state machine, is a mathematical model of computation.**

**Write a program for FSM using button and LED.**

**Challenge: Each button press should make changes in LED ON/OFF as following states -**

**1. First press put the LED1 into on/off state with 1 second delay.**

**2. Second press put the LED2 on/off state with 1 second delay.**

**3. Third press put both LED1 and LED2 into constant HIGH state.**

**4. Fourth press put both LED1 and LED2 into constant LOW state.**

**5. Fifth press goes back to state 1**

![Graphical user interface, text, application

Description automatically generated]()

![Text

Description automatically generated]()