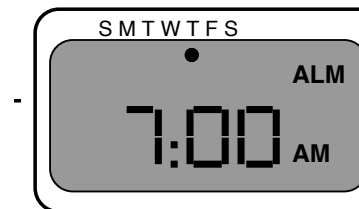
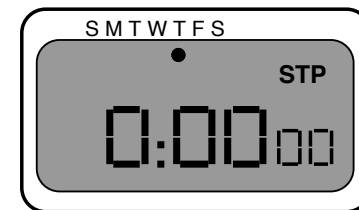
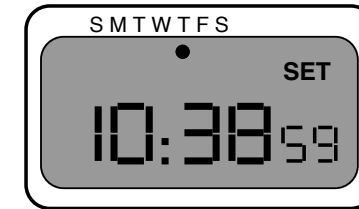
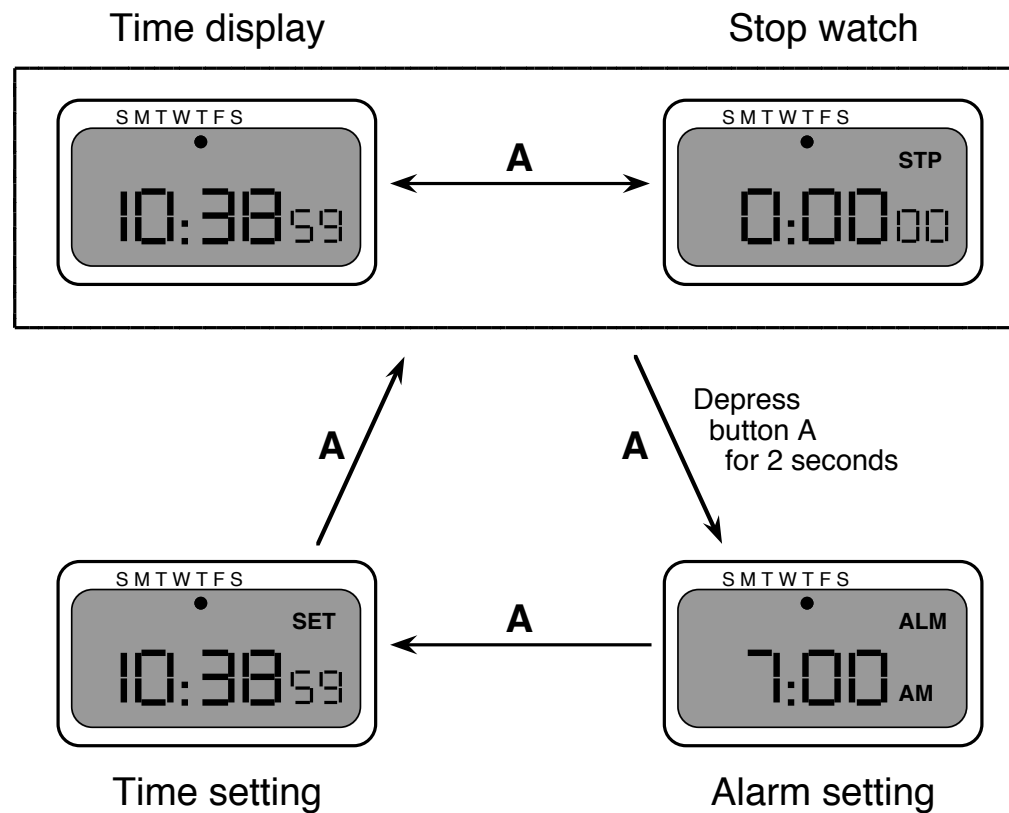


Let's try an STN

- Scenario: A Digital Watch
- Three modes:
 - Time keeping
 - Alarm Clock
 - Stopwatch
- Two buttons: A and B



Digital watch – User Instructions



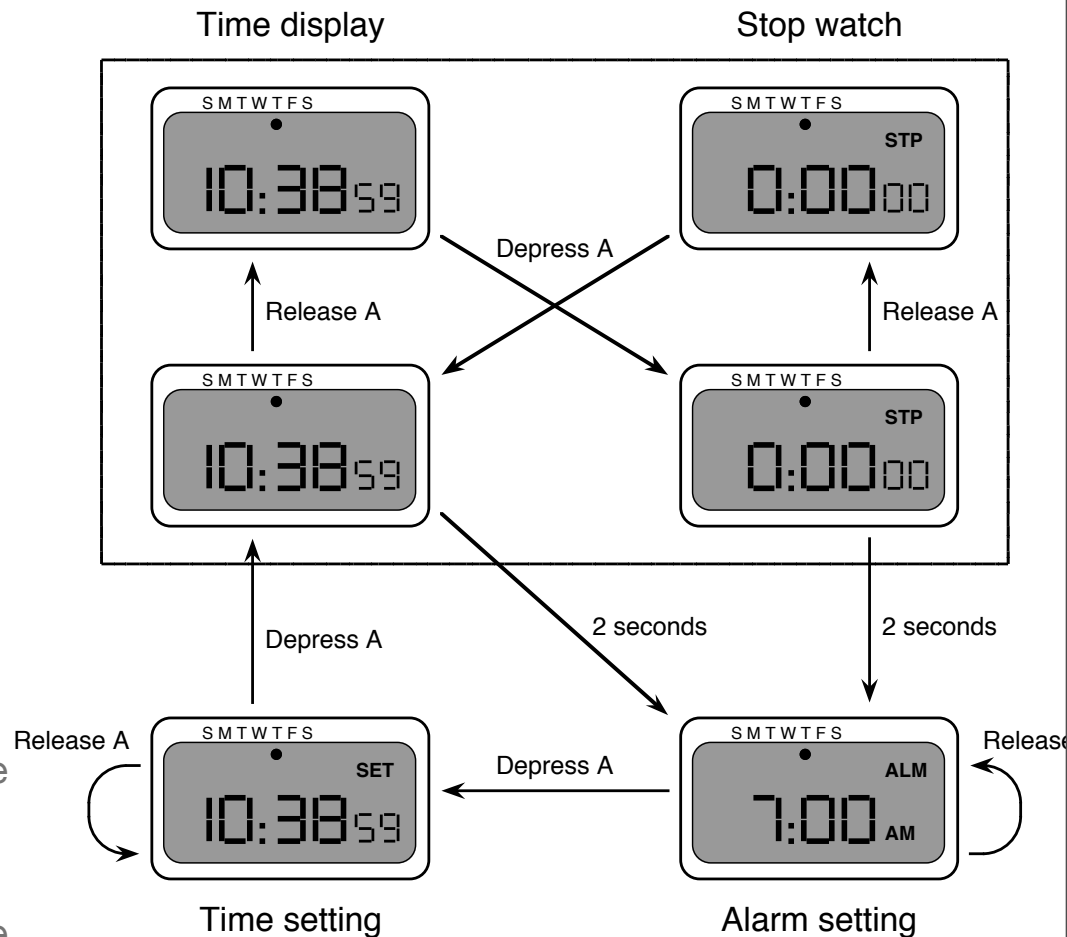
Digital Watch -- Designer Instructions

- Short press:

- toggle between stopwatch and normal time display
- set alarm -> set time
- set time -> time display
- From set alarm/set time -> go to next mode in cycle

- Long press:

- time display -> stopwatch -> set alarm -> set time -> ...
- stopwatch -> time display -> set alarm -> set time -> time display -> stopwatch



Draw the STN

- Hint: Distinguish press and release
 - What is a short press? What is a long press?
- Completeness
 - All possible transitions out of a state must be accounted for!
- Determinism
- Minimal
 - States can be merged if they are equivalent. What constitutes equivalence?
- How does the watch guard against dangerous states?

Digital Watch -- STN

