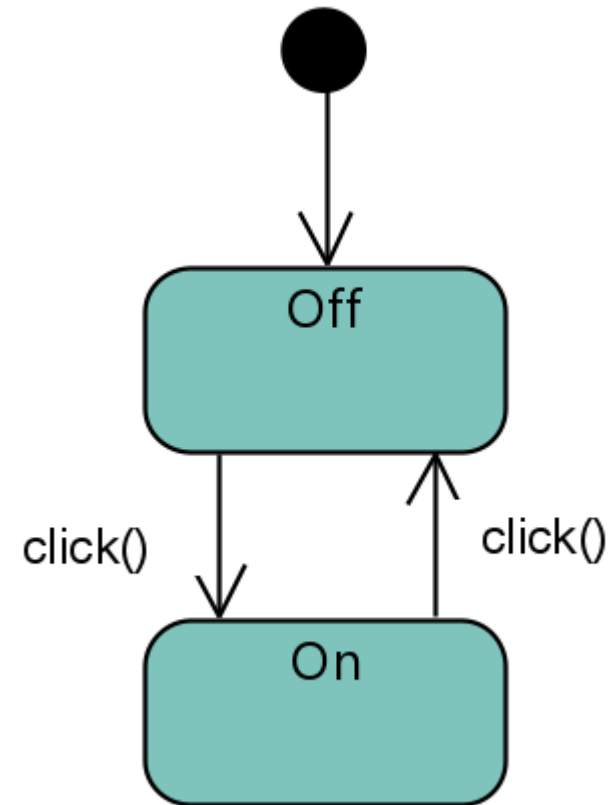
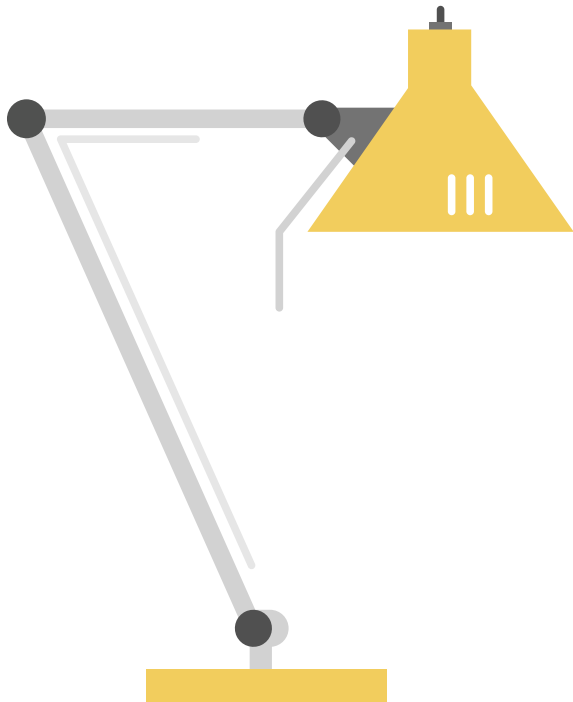


# Example: a lamp with a single button



# Example: a simple counter (Java)

```
public class Counter {  
    private int count = 0;  
    private String mode = "increment";  
    public void flick() {  
  
        if(mode.equals("increment"))  
            count++;  
        else  
            count--;  
  
        if(count==10)  
            mode = "decrement";  
        else if (count==0)  
            mode = "increment";  
  
    }  
}
```

