



```
Stowed
   chute_state = NOT_OPEN;
   chute_cd = 0;
   chute area=0;
                   [balloon_state ~= enum_BalloonState.INTACT]
PartiallyDeployed
chute_state = PART_OPEN;
chute_cd = parachute_drag_coeff * 0.5;
chute_area = parachute_area * 0.25;
               [altitude < parachute_open_altitude]
FullyDeployed
chute_state = FULL_OPEN;
chute cd = parachute drag coeff;
chute area = parachute area;
```

































