Event 1 which is from Running to Blocked state, happens for waiting input/output. For instance while using scanf() in C. It blocked for waiting to receive input.

Event 5 which is from Ready to Running state, happens after time that process time to run from scheduler dispatcher.

Event 3 which is from Blocked to Ready state, happens after time that receiving I/O is finish and gets ready to run.

Event 4 is not possible because proccess cannot go running without being ready before.

Event 2 which is from Running to Ready state occurs interrupts, context switches.

Event 6 is al imposible because process cannot be blocked while ready to running. Firstly it has to start running.