```
IEquatable< State >
```

```
FSM.State
+ Logging
+ Name
+ Transitions
+ State()
+ AddTransition()
+ AddTransition()
+ AddTransition()
+ AddTransitions()
+ Equals()
+ Equals()
+ GetHashCode()
+ IsFinalState()
+ ToString()
+ Update()
+ operator!=()
+ operator==()
~ OnEnterState()
~ OnExitState()
~ OnStart()
~ OnStop()
```