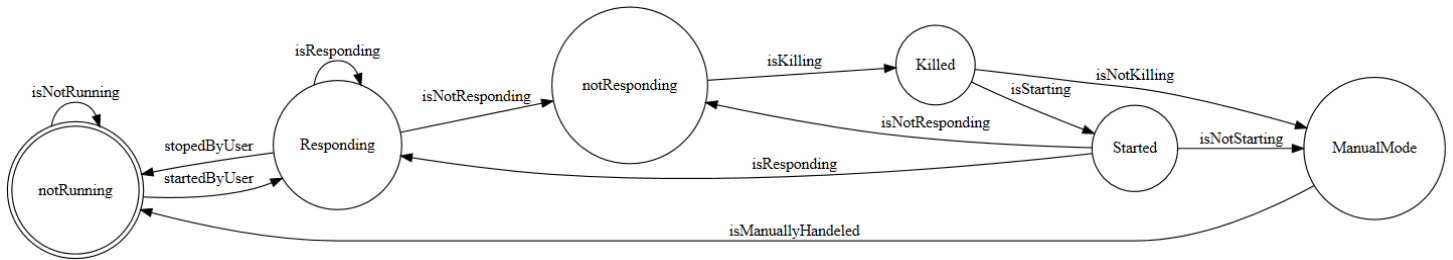


State machine designed using => Webgraphviz

TODO:

- Review state machine
- Implement using [stateless library](#)

Graph:



Code:

```
digraph finite_state_machine {
    rankdir=LR;
    size="15"
    node [shape = doublecircle]; notRunning;
    node [shape = circle];
    notRunning -> Responding [ label = "startedByUser" ];
    notRunning -> notRunning [ label = "isNotRunning" ];
    Started -> Responding [ label = "isResponding" ];
    Started -> ManualMode [ label = "isNotStarting" ];
    Started -> notResponding [ label = "isNotResponding" ];
    Responding -> Responding [ label = "isResponding" ];
    Responding -> notResponding [ label = "isNotResponding" ];
    Responding -> notRunning [label = "stopedByUser"];
    notResponding -> Killed [label = "isKilling"];
    Killed -> Started [label = "isStarting"];
    Killed -> ManualMode [ label = "isNotKilling" ];
    ManualMode -> notRunning [ label = "isManuallyHandeled" ]
}
```