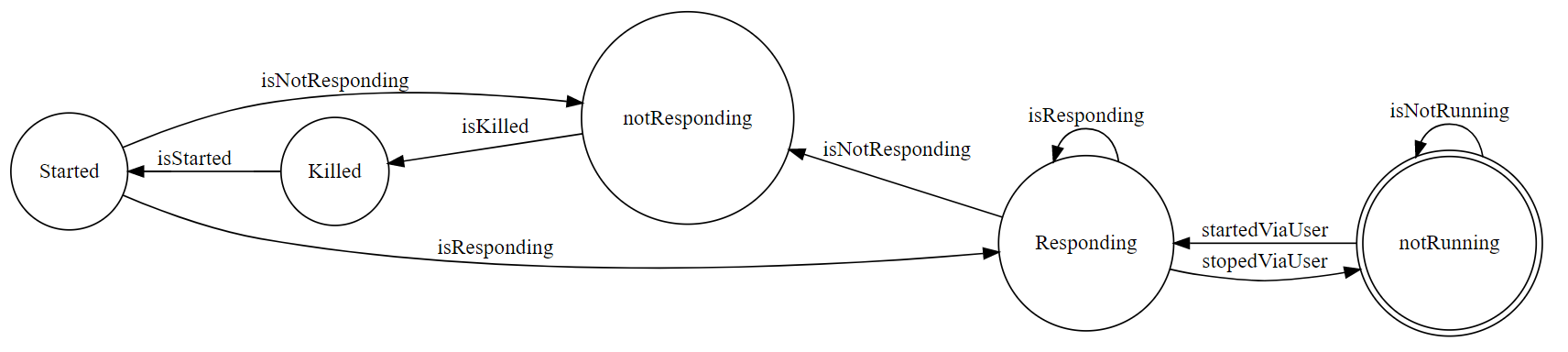
**State machine designed using =>** [**Webgraphviz**](http://www.webgraphviz.com/)

**TODO:**

* Review state machine
* Implement using [stateless library](https://github.com/dotnet-state-machine/stateless)

**Graph:**



**Code:**

digraph finite\_state\_machine {

rankdir=RL;

size="15"

node [shape = doublecircle]; notRunning;

node [shape = circle];

notRunning -> Responding [ label = "startedViaUser" ];

notRunning -> notRunning [ label ="isNotRunning"];

Started -> Responding [ label = "isResponding" ];

Started -> notResponding [ label ="isNotResponding"];

Responding -> Responding [ label = "isResponding"];

Responding -> notResponding [ label = "isNotResponding"];

Responding -> notRunning [label = "stopedViaUser"];

notResponding -> Killed [label = "isKilled"];

Killed -> Started [label = "isStarted"]

}