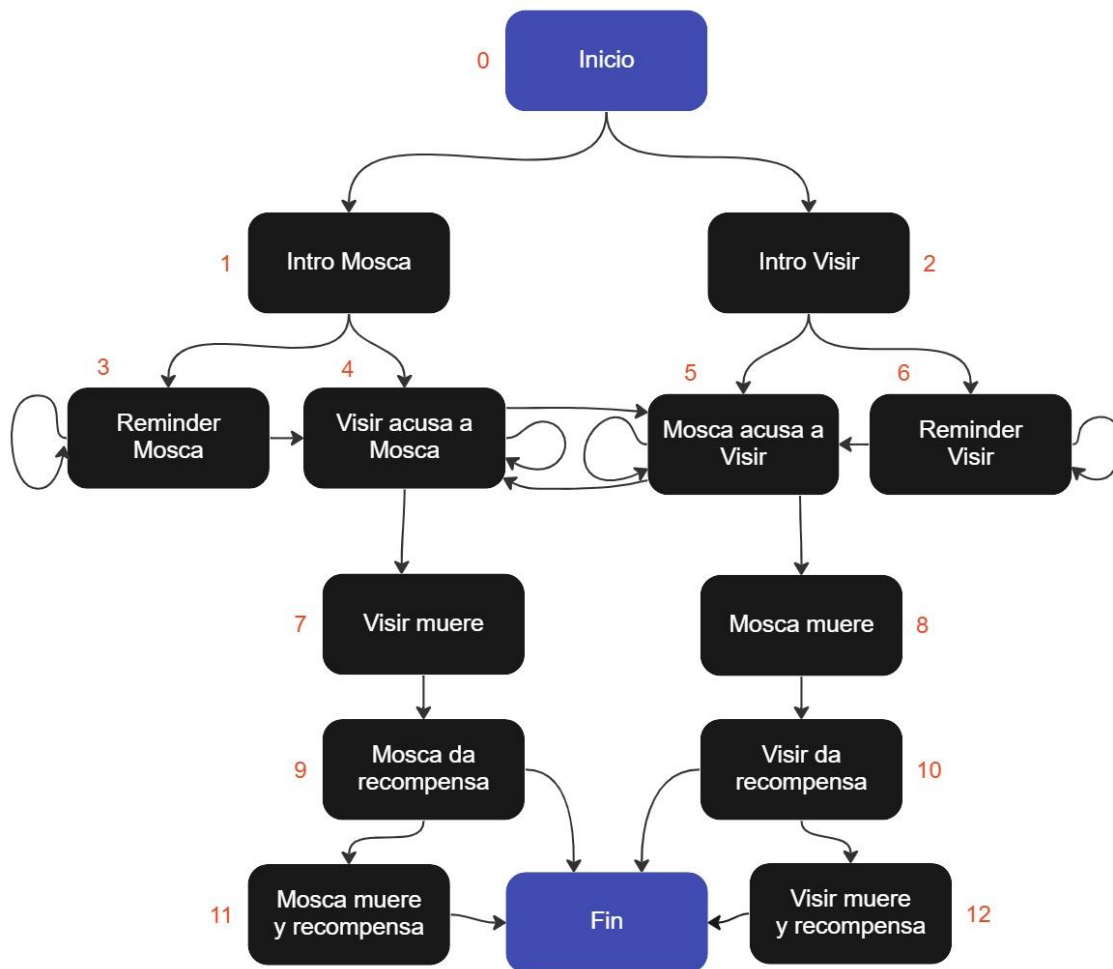


Diagrama de transiciones de estados



Código

```
1  onBegin(){
2      state = 0
3  }
```

```
5  onMeetMosca(){
6      if(state == 0){
7          intro_mosca()
8          state = 1;
9      }
10     else if (state == 1){
11         reminder_mosca()
12         state = 3;
13     }
14     else if (state == 2 || state == 5 || state == 4 || state == 6){
15         mosca_acusa_a_visir()
16         state = 5;
17     }
18     else if(state == 7){
19         mosca_da_recompensa();
20         state = 9;
21         // puede acabar aquí o matarla despues
22     }
23 }
24
```

```
25 onMeetVisir(){
26     if(state == 0){
27         intro_visir()
28         state = 2;
29     }
30     else if(state == 2){
31         reminder_visir();
32         state = 6;
33     }
34     else if (state == 1 || state == 4 || state == 5 || state == 3){
35         visir_acusa_a_mosca()
36         state = 4;
37     }
38     else if (state == 8){
39         visir_da_recompensa();
40         state = 10;
41         // puede acabar aquí o matarlo despues
42     }
43 }
44
```

```
45 onKillVisir(){
46     if (state == 4){
47         state = 7;
48     }
49     else if (state == 10){
50         dar_recompensa_al_morir();
51         state = 12
52         // FIN, se ha cargado a los 2
53     }
54 }
55
56 onKillMosca(){
57     if (state == 5){
58         state = 8;
59     }
60     else if (state == 9){
61         dar_recompensa_al_morir();
62         state = 11;
63         // FIN, se ha cargado a los 2
64     }
65 }
```