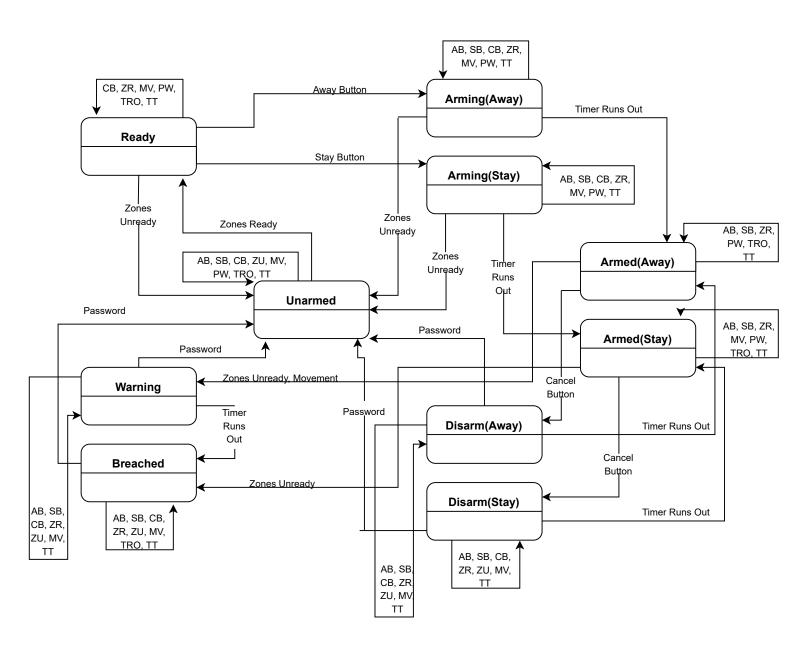
Nalongsone Danddank Rich Fritz Ryan Kinsella Gilbert Ponsness Marc Wedo ICS372-02 30 APR 2021

## **State Transition Table**

|               | Away Button   | Stay Button   | <b>Cancel Button</b> | Zones Ready   | <b>Zones Unready</b> | Movement      | Password      | Timer Runs Out | Timer Ticks   |
|---------------|---------------|---------------|----------------------|---------------|----------------------|---------------|---------------|----------------|---------------|
| Ready         | Arming (Away) | Arming (Stay) | Ready                | Ready         | Unarmed              | Ready         | Ready         | Ready          | Ready         |
| Arming (Away) | Arming (Away) | Arming (Away) | Arming (Away)        | Arming (Away) | Unarmed              | Arming (Away) | Arming (Away) | Armed (Away)   | Arming (Away) |
| Armed (Away)  | Armed (Away)  | Armed (Away)  | Disarm (Away)        | Armed (Away)  | Warning              | Warning       | Armed (Away)  | Armed (Away)   | Armed (Away)  |
| Disarm (Away) | Disarm (Away) | Disarm (Away) | Disarm (Away)        | Disarm (Away) | Disarm (Away)        | Disarm (Away) | Unarmed       | Armed (Away)   | Disarm (Away) |
| Arming (Stay) | Arming (Stay) | Arming (Stay) | Arming (Stay)        | Arming (Stay) | Unarmed              | Arming (Stay) | Arming (Stay) | Armed (Stay)   | Arming (Stay) |
| Armed (Stay)  | Armed (Stay)  | Armed (Stay)  | Disarm (Stay)        | Armed (Stay)  | Breached             | Armed (Stay)  | Armed (Stay)  | Armed (Stay)   | Armed (Stay)  |
| Disarm (Stay) | Disarm (Stay) | Disarm (Stay) | Disarm (Stay)        | Disarm (Stay) | Disarm (Stay)        | Disarm (Stay) | Unarmed       | Armed (Stay)   | Disarm (Stay) |
| Warning       | Warning       | Warning       | Warning              | Warning       | Warning              | Warning       | Unarmed       | Breached       | Warning       |
| Breached      | Breached      | Breached      | Breached             | Breached      | Breached             | Breached      | Unarmed       | Breached       | Breached      |
| Unarmed       | Unarmed       | Unarmed       | Unarmed              | Ready         | Unarmed              | Unarmed       | Unarmed       | Unarmed        | Unarmed       |

## **State Transition Diagram**



## Event Key:

AB = Away Button
SB = Stay Button
CB = Cancel Button
ZR = Zones Ready
ZU = Zones Unready
MV = Movement
PW = Password
TRO = Timer Runs Out
TT = Timer Ticks