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We begin this example by translating the FSM state graph into a **structure**. We define as a requirement that this FSM should run every 1 second. The steps will be output, wait 1 second, input, and go to next state.

VIDEO 10.4A. ODD'S ONES DETECTOR

Help

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DR. RAMESH YERRABALLI: So let's take a look
at how we can transition from a state transition graph,
or do the translation rather, from a state transition graph to code.
Specifically, we are going to capture the structure
of the solution in the form of code.
And we call it in code, we call it a data



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Translation from graph to code | 10.4 Finite ...
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