Next, we write the engine to execute the FSM, called the **FSM controller**. The FSM controller has 4 steps
1) Output, which depends only on state
2) Wait. which depends only on state
3) Input
4) Go to next state, which depends on input and current state

VIDEO 10.4B. ODD 1'S DETECTOR FSM - FSM CONTROLLER

PROFESSOR YERRABALLI:: So we will now look

at the code for the odd ones detector program.

We saw the finite state machine being described by two states, an Even state

and an Odd state, and this was our initial state.

And what we saw was that on an input of zero we stay in the Even state,

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