Below is a list of structured finite state machines that can be invoked in the main scenario. Each state machine is accompanied by a name, a corresponding description, inputs, and outputs:

Name	Description	Inputs	Outputs
SEND_DNS_REQUEST	Sends a DNS request packet to the server, and triggers the event SUCCESS.	Control channel	Control channel Event
DNS_PACKET_LISTEN	Listens for packets on a set filter. Triggers the event SUCCESS.	Control channel	Control channel Event Packet Queue
DNS_MK_REPLY	Extracts received packet information and makes a reply packet. Triggers the event SUCCESS.	Control channel Received packet	Control channel Event
SEND_PKT	Sends a packet. Triggers the event SUCCESS.	Control channel Packet	Control channel Event
ADD_GLUE_RECORDS	Adds glue records to the reply packet.	Control channel Packet	Control channel Event Modified Packet
SEND_SYNC	Sends a packet through the control channel.	Control channel Packet	Control channel Event
WAIT_SYNC	Waits for a sync signal and receives a packet through the control channel.	Control channel	Control channel Event Synced Message
COMPARE_REPLIES0x20	Compares the domain name casings of received reply and a synced reply.	Control channel Received reply (data link) Synced reply (data channel)	Control channel Event
GET_DNS_SPORT	Gets the packet's source port, triggers the event SUCCESS	Control channel, Packet	Control channel, Event, Source port
GET_DNS_REOLVER_IP	Gets the source IP address of the last resolver, triggers the event SUCCESS	Control channel, Packet	Control channel, Event, Source IP address