

Date _____

1200353

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Q1 States

Transitions

WANDER	Wandering, encounters enemies, not vulnerable	→ Attack (shoot)
EVADe	Wandering, " " , vulnerable	→ Evade (shoot)
Attack	Attack, " " , not vulnerable	→ Attack (shoot)
	Attack, " " vulnerable	→ Evade (shoot)
	Evade, " " not vulnerable	→ Attack (shoot)
	Evade, " " vulnerable	→ Evade (shoot)
	" " not enemies, no shoot	

Wander → Wander

Attack → ~~Evade~~ Wander

Evade → ~~Attack~~ Wander

encounters Enemies: E

Encounters Not Enemies: C

Vulnerable: V

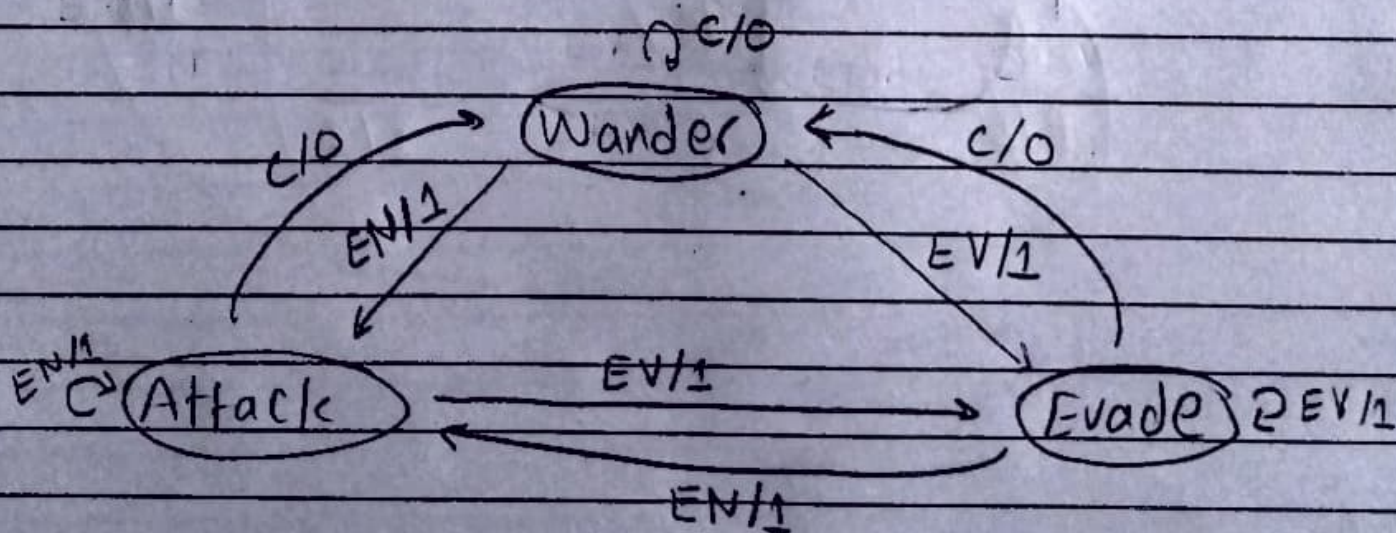
Not Vulnerable: N

Encounters Enemies + Vulnerable: EV

shoot: 1

Encounters Enemies + Not Vulnerable: EN

Dont shoot: 0



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Q2

Insert card → validated → Enter Pin → Execution key → match PIN
 ↳ unsuccessful → card ejected → Terminated

① PIN Not Match → denied → Repeat for fixed 2 times → 3rd time unmatched → card lock → Terminated

② Transaction Interface → the transaction that the user wishes to perform. → New transaction → yes, NO → card ejected → Terminated

