1. Stay in idle state - Pass

Initial state: no arrow, AC = L

Testing activation of all switches.

1. Idle->Armed when AC->H Pass

Initial state: AC = L

1. Armed->Drawing when AC->H, FOptic->ALM, and DrawInput->H - Pass

Initial state: AC = H, arrow present, DrawInput = L

1. Armed->Idle when AC->L - Pass

Initial state: AC = H

1. Armed!->Drawing when FOptic!->ALM and and DrawInput->H - Pass

Initial state: AC = H, arrow not present, DrawInput = L

1. Drawing->Drawn when RBump->H - Pass

Initial state: AC = H, arrow present, RBump = L

1. Drawn->Retracting when AC->H and ResetInput->H - Pass

Initial state: AC=H, ResetInput = L

1. Drawn!->Retracting when AC->H and ResetInput->L - Pass

Initial state: AC = H, ResetInput = L

1. Drawn!->Retracting when AC->L and ResetInput->H - Pass

Initial state: AC = L, ResetInput = L

1. Retracting->Armed when FBump->H - Pass

Initial state: FBump = L

1. Drawn->Firing when AC->H , ROptic->ALM, FOptic->ALM, and FireInput->H - Pass

Initial state: AC = H, ROptic = ALM, FOptic = ALM, FireInput = L

1. Drawn!->Firing when AC->H, ROptic->ALM, FOptic!->ALM, and FireInput->H - Pass

Initial state: AC = H, ROptic = ALM, FOptic != ALM, FireInput = L

1. Drawn!->Firing when AC->H, ROptic!->ALM, FOptic->ALM, and FireInput->H - Pass

Initial state: AC = H, ROptic != ALM, FOptic = ALM, FireInput = L

1. Drawn!->Firing when AC->H, ROptic->ALM, FOptic->ALM, and FireInput->L - Pass

Initial state: AC = H, ROptic = ALM, FOptic = ALM, FireInput = L

1. Drawn!->Firing when AC->L, ROptic->ALM, FOptic->ALM, and FireInput->H - Pass

Initial state: AC = L, ROptic = ALM, FOptic = ALM, FireInput = L

1. \*->Halt when ESMain->H - Pass

Initial state: any

1. \*->Halt when ESRemote->H - Pass

Initial state: any

1. Stay in halt state no matter input - Pass

Initial state: Halt

1. Firing->Fired when ROptic->AHM - Pass

Initial state:

1. Fired->Idle when FOptic->AHM and FBump->H - Pass

1. Fired!->Idle when FOptic->AHM and FBump->L
2. Fired!->Idle when FOptic!->AHM and FBump->H