State diagrams are used to model the behavior of objects in a system over time. They illustrate how an object moves through different states and its response.

For the state diagram, the user can choose to login or continue as a guest. Both are buttons on the application. When the user logs in, they can then validate the login by pressing a button. If the login fails, an error message is sent to the user. If the login is successful, they can then see the environmental services home screen. The guest can see the environmental services home screen after continuing as guest. From the environmental home screen, there is the option to see the categories or subscribe. From the subscribe button, the user can then validate the subscription settings. If the subscription settings are valid, they are taken back to the environmental services home screen. From the categories section, the user can then choose air quality button, water quality button, forest quality button, or prediction. These 4 options also have a back button, for the user to return to the categories option.

From the air quality, if the system is able to retrieve air quality, the air quality is then shown. If there is an error retrieving the air quality, an error message is shown. From the water quality, if the system is able to retrieve water quality, the water quality is then shown. If there is an error retrieving the water quality, an error message is shown. From the forest quality, if the system is able to retrieve forest quality, the forest quality is then shown. If there is an error retrieving the forest quality, an error message is shown. From the prediction, if the system is able to retrieve prediction, the prediction is then shown. If there is an error retrieving the prediction, an error message is shown.

From the environmental services home screen, there is a button to logout. If the logout is valid, the user then exits the application. If there is an error logging out, an error message is shown. From the environmental services home screen, there is a button to exit the application. Once a user exits the application, the state is terminated.