```c
/***********************************************************************
 * File:        fsm_state_tables.h
 * Author:      Bryant Gonzaga
 * Created:     4/12/2018
 * Modified:    4/12/2018
 *
 * Notes:
 *  Intended for the ATmega128.
 *
 * Description:
 *  Contains the state tables for our fsm.
 **********************************************************************/

#ifndef FSM_STATE_TABLES_H_
#define FSM_STATE_TABLES_H_

#include "fsm_defs.h"
#include "fsm_tasks.h"

/* Transitions from the Display State */
const transition display_transitions[] = {
    // INPUT           NEXT_STATE          TASK
    {set_time_key   , set_time_state    , time_input_init},
    {set_alarm_key  , set_alarm_state   , alarm_input_init},
    {rtc_1hz_key    , display_state     , dsp_all_fn},
    {eol            , display_state     , error_fn}
};

// TODO: confirm always transfers to the display state so its like
cancel_key. i want to find a way where its ignored if not valid.

/* Transitions from the Set-Time State */
const transition set_time_transitions[] = {
//  INPUT         NEXT_STATE          TASK
    {num_keys   , set_time_state    , time_input_handler_fn},
    {confirm_key, display_state     , confirm_time_fn},
    {cancel_key , display_state     , dsp_all_fn},
    {eol        , set_time_state    , error_fn}
};

/* Transitions from the Set-Alarm State */
const transition set_alarm_transitions[] = {
    // INPUT         NEXT_STATE          TASK
    {num_keys   , set_alarm_state   , alarm_input_handler_fn},
    {confirm_key, display_state     , confirm_alarm_fn},
    {cancel_key , display_state     , dsp_all_fn},
    {eol        , set_alarm_state   , error_fn}
};

/* All Transitions */
const transition* ps_transitions_ptr[3] = {
    set_alarm_transitions,
    set_time_transitions,
    display_transitions
};
```

```c
#endif /* FSM_STATE_TABLES_H_ */
```