statemachine () {

Initialise

New Runnable StateMachine

add TTS Listener
add "   "
add -   "
Statemachine . run()

new   Runnable   TTS Thread.
new   Runnable   Location Thread
new   ~   Defect Thread.
new

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Looper. Events.

① TTS
    update State?

run() {
  while (state != exit) {
    do state
    synch (this) {
      wait ()
    }
    prepare ()
  }
}

If state : 2,
action ++
TTS (init tts [action])

check state.
TTS (String (action))
TTS thread add queue String [] ;
synch (tts queue) {
    tts queue . notify ()
}
update state ?
}

TTS thread ( ) {
  synch (TTS queue) {
    while TTSqueue = empty {
      wait ()
    }
  }
  {
    speak ()
    remove element ()
    wait ()
  }
}

_____

routine ()
  init TTS = new String () { Hello,
                            i am tom,
                            etc,
                            Uah
                          } :