ControlSoftwareStateMachine

STANDBY

entry / timer.informIn(4, 0)

timer.timeout()

MOVE_FORWARD

entry / engine.moveForward(),
detector.start()

detector.detected() [too close]
/ detector.stop()

STOP_MOVING_FORWARD

entry / engine.stop()

Engine protocol

You can send:

- moveForward(), moveBackward()

- stop()

- turnLeft(angle), turnRight(angle)

You can receive:

- stopped()

- turnedLeft(), turnedRight()

Timer protocol

You can send:

- informIn(secs, nanosecs)

You can receive:

- timeout()

Exercise

Add transitions and /entry behaviours to:

☐ Wait 2 seconds after stopping

☐ Move back for 1 second

☐ Stop for 2 seconds

☐ Turn 138 degrees

☐ Wait two seconds

☐ Return to *MOVE_FORWARDS*