x0 x1 x2 x3 x4

default to state reset

// show x4 reset

0 0 1 0 0

0 0 0 0 0

1 0 0 0 0

0 0 0 0 0

0 0 0 0 1

//back to reset, transition to armed

0 0 1 0 0

0 0 0 0 0

1 0 0 0 0

0 0 0 0 0

0 0 0 1 0

0 0 0 0 0

0 0 0 1 0

0 0 0 0 0

0 1 0 0 0

0 0 0 0 0

0 0 0 0 1

0 0 0 0 0

//in armed, show x2 x2

0 0 1 0 0

0 0 0 0 0

1 0 0 0 0

0 0 0 0 0

0 0 1 0 0

0 0 0 0 0

0 0 1 0 0

0 0 0 0 0

// back in armed, show alarm

0 1 0 0 0

0 0 0 0 0

0 1 0 0 0

0 0 0 0 0

0 1 0 0 0

0 0 0 0 0

0 1 0 0 0

0 0 0 0 0

0 1 0 0 0

0 0 0 0 0

0 1 0 0 0

0 0 0 0 0 →

→ // in alarm, show reset to alarm

0 0 1 0 0

0 0 0 0 0

1 0 0 0 0

0 0 0 0 0

0 0 0 0 1

0 0 0 0 0

//in alarm, show transition to armed

0 0 1 0 0

0 0 0 0 0

1 0 0 0 0

0 0 0 0 0

0 0 0 1 0

0 0 0 0 0

0 0 0 1 0

0 0 0 0 0

0 1 0 0 0

0 0 0 0 0

0 0 0 0 1

0 0 0 0 0

// in armed, show transition to reset

0 0 1 0 0

0 0 0 0 0

1 0 0 0 0

0 0 0 0 0

0 0 0 1 0

0 0 0 0 0

0 0 0 1 0

0 0 0 0 0

0 1 0 0 0

0 0 0 0 0

0 0 0 0 1

0 0 0 0 0