## **Unit Test - MenuState Sequence Diagram** MenuState : class StateManager : class Windows.h: library main: void loop true OnUpdate(): void OnUpdate(): void GetKeyState(key): SHORT state opt key == '1' && state > 0 SetState(TreeState) : void opt key == '2' && state > 0 SetState(HashState): void opt key == '3' && state > 0 SetState(ListState) : void return return