**TASK 3 STATE DIAGRAM AND FLOW CHART**

a a a

a

**FIG 1: REPRESENTS THE STATE DIAGRAM OF THE SYSTEM**

**FLOW CHART OF THE PROGRAM**

EXIT FROM THE PROGRAM

CHECK INPUT FROM THE USER

CREATE MAIN FUNCTION

CREATE A FUNCTION FOR MOVING TO ONE STATE TO ANOTHER STATE

DECLARE THE STATES USING typedef enum

F USER INPUT IS ‘b’

F USER INPUT IS ‘a’

MOVE O THE NEXT STATE