## FFSM State description INPUTS in1 = car drives in2 = key\_pos\_lock in3 = kev pos unlock in4 = as activated in5 = as deactivated in6 = as alarm detected in7 = im\_alarm\_detected lin8 = tm(20000)OUTPUTS out0 = nothina out1 = cls locked=true out2 = cls locked=false out3 = as active=true out4 = as active=false out5 = as alarm=true out6 = as im alarm=true; out7 = as\_alarm\_was\_detected=true; as alarm=false; out8 = as\_alarm\_was\_detected=true; as\_alarm=false; as im alarm=false out9 = as active=false; as alarm=false out10= as active=false; as alarm=false; as im alarm=false

