

State



```
graph BT; Room1[finite_state_machine.Room1] --> State[State];
```

A diagram illustrating inheritance. A light gray box labeled "State" is at the top. A dark gray box labeled "finite_state_machine.Room1" is at the bottom. A blue arrow points from the top of the "finite_state_machine.Room1" box to the bottom of the "State" box.

finite_state_machine.Room1