

State

```
graph BT; Room2[finite_state_machine.Room2] --> State[State];
```

A diagram illustrating inheritance. A light gray box labeled "State" is at the top. A dark gray box labeled "finite_state_machine.Room2" is at the bottom. A blue arrow points from the top of the "finite_state_machine.Room2" box to the bottom of the "State" box, indicating that "finite_state_machine.Room2" inherits from "State".

finite_state_machine.Room2