State Machine - |lcd|lcd\_control:lcd|state

Name state.IDLE\_STATE state.PUSH\_STATE state.LOAD\_STATE state.INIT\_STATE

state.INIT\_STATE 0 0 0 0

state.LOAD\_STATE 0 0 1 1

state.PUSH\_STATE 0 1 0 1

state.IDLE\_STATE 1 0 0 1