

Digital Pet

- You're creating a digital pet program. What happens to the pet when he receives different stimuli is determined by the state he's in, so you decide to model the digital pet with a state diagram.
- The behavior of the digital pet program is as follows:
 - When the pet is turned on, it starts out happy
 - If the pet is happy and receives punishment, then he becomes sad
 - If the pet is sad and receives praise, it becomes happy
 - If the pet is sad and receives punishment, it is heart-broken
- Identify the states and transitions of the digital pet and draw a state diagram.