



ODD ← → EVEN

stype FSM[2] {

→ {0, 100, {EVEN, ODD}}

→ {1, 100, {ODD, EVEN}}

struct state {

out; \_\_\_\_\_

war; \_\_\_\_\_

next[2];

→ 1

→ 0

}

{;

↑

↑

↑

typedef struct state stype;