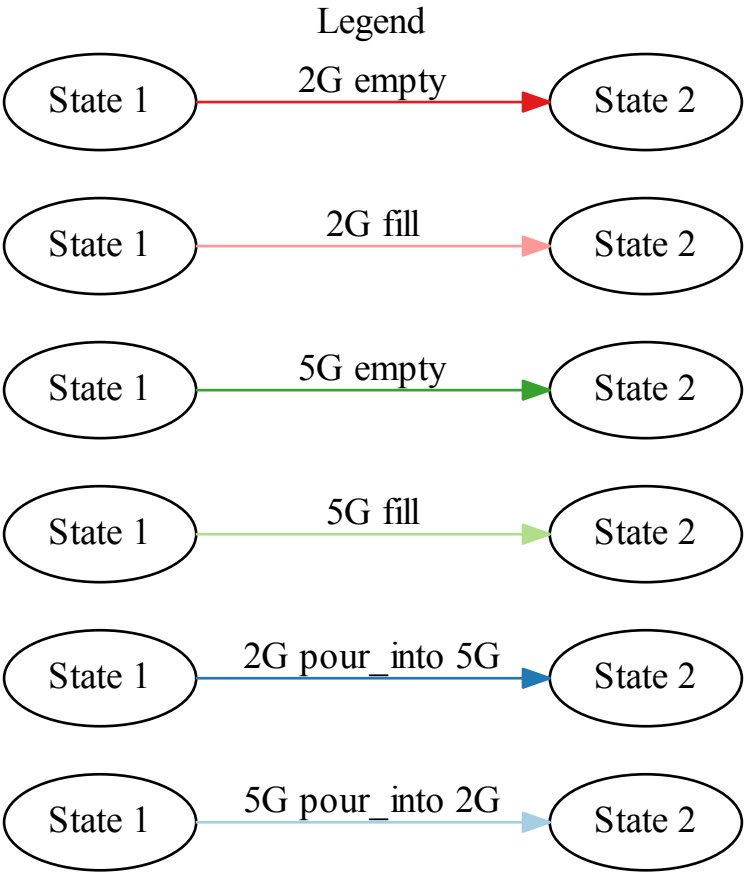
Legend
State 1
2G empty
State 2
State 1
2G fill
State 2
State 1
5G empty
State 2
State 1
5G fill
State 2
State 1
2G pour_into 5G
State 2
State 1
5G pour_into 2G
State 2