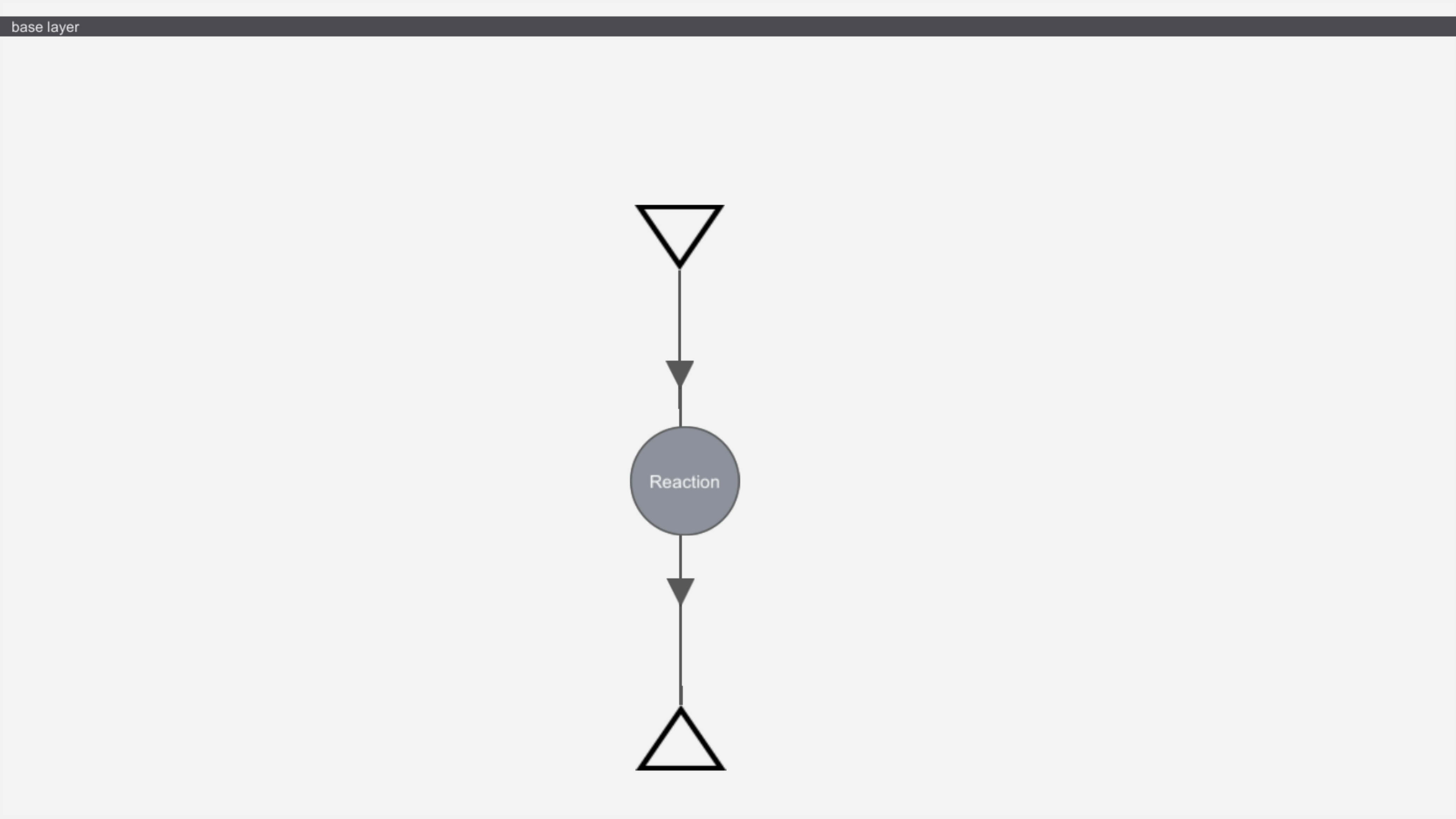


# Greeting State Machine.

base layer



# Reaction

