Table

Current State	Input	Next state	Actions
State 0	Reset	State 0	Flash green LED at ~10Hz
State 0	User Button Press	State 1	Transition to state 2
State 1	Timeout	State 2	Turn off green LED, start timer
State 1	External Button Press	State 0	Clear LCD, reset fastest time
State 2	User Button Press	State 0 or 1	stop timer, compute reaction time, display on LCD
State 2	External Button Press	State 0	Clear LCD, reset fastest time

Finite State Machine Diagram