State diagram:

- (initial state) → currentUser

currentUser
_getUser( )

disabled
_getUser( )

normal
sequence

Home
_homeSequence

Away
_awaySequence

Sleep
_sleepSequence

Burglar
_burglarSequence

Transitions:

- currentUser → normal: [LOGIN] / configure( )
- currentUser → disabled: [~LOGIN] / configure( ) disabled
- disabled → normal: [LOGIN] / configure( )
- normal → Home: [Home] / _homeSequence
- normal → Away: [Away] / _awaySequence
- normal → Sleep: [Sleep] / _sleepSequence
- normal → Burglar: [Burglar] / _burglarSequence
- Home → (final state)
- Away → (final state)
- Sleep → (final state)
- Burglar → (final state)