TurnstileFSM State Chart

TurnstileFSM State Map

Start	Event[Guard]	Target	Action

LOCKED	COIN	UNLOCKED	`{`
			`unlock()`
			`}`

UNLOCKED	<<timeout = 3000>>	LOCKED	`{`
			`timeout()`
			`returnCoin()`
			`}`

UNLOCKED	PASS	LOCKED	`{`
			`lock()`
			`}`

UNLOCKED	COIN	UNLOCKED	`{`
			`returnCoin()`
			`}`