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tikzpicture[ framed, shorten i=1pt, i=stealth, data/.append style=draw=black, scale=0.85, every node/.append
style=scale=0.85, ]
  scope [obsstate,initial, color = black,fill=yellow!20] (i) i; [obsstate,color = black,fill=yellow!20] (q1)
[right=16mm of i] ; [obsstate,color = black,fill=yellow!20] (q2) [right=16mm of q1] ; [obsstate,accepting](bad)
[below=12mm of q2] ;
  [-i] (i) edge coordinate(cpushB) (q1) edge [loop above] coordinate(cw1) () (q1) edge coordinate(cpushR)
(q2) edge [loop above] coordinate(cw2) () (q2) edge coordinate(cpopB) (bad) edge [loop above] coordi-
nate(cw3) ();
  [scale=2,black!80!red] (bad) ++(-0.4ex,0.4ex) circle (0.2ex) ++(0.8ex,0) circle (0.2ex); [scale=2,black!80!red,line
width=2pt,line cap=round] (bad) ++(0.5ex,-0.4ex) arc (45:135:0.7ex);
  let 1 = (bad), 2 = (i.west) in node[property,right] at (2,1) Orderedness;
  node[above=2pt of cpushB,inner sep=0pt,xshift=-7pt](pushB)push(x) ;
  node[above=2pt of cpushR,inner sep=0pt,xshift=-7pt](pushR)push(y);
  node[right=3pt of cpopB,inner sep=0pt](popB)pop(x);
  in 1,2,3 node[above=2pt of cw,inner sep=0pt,xshift=-7pt](popW)pop(!=x) node[data=white,right=2pt
of popW.east,yshift=1pt]; node[above=2pt of popW.north east,inner sep=0pt,xshift=-7pt](pushW)push node[data=white,righ
of pushW.east,yshift=1pt];

```