



- 1 Create an empty root/work directory
- 2 Define instance states as string
- 3 Define structure for the instance
- 4 define a LaunchInstance function, return Instance*
- 5 Define StopInstance
- 6 Define observe function
- 7 Call Launch and handle error.
- 8 Call Observer for instance status
- 9 Call StopInstance
- 10 Output of the called funtion