**Automatic Water Pump System: Algorithm**

1. Read *override* input
2. If *override ==* 1*,* jump to: 6
3. Read *state* input
4. If *state* == 1, output = 1 and jump to: 1
5. Else output = 0 and jump to 1
6. Read *toggle* input
7. If *toggle* == 0, output = 0 and jump to: 1
8. Else output = 1 and jump to:1