You’ve lived your entire life in the countryside. After finishing college, you got the opportunity to move to the big city after landing a nice job. Packing up your whole life into two suitcases wasn’t easy, but you somehow managed to do so. After arriving at your apartment, you opened the door. However, as you opened the door, you saw something strange! There was this rock, and this rock had eyes! How weird. You went down to the office to mention this to the leasing managers. However, they could not see this rock you could see. You tried to take pictures, videos, nothing worked. You even tried to throw it away in the garbage outside (how heartless), only for it to turn up back at your door, now covered in dirt and grime. This rock shed a single tear, and you ended up finding a kind of manual to take care of this thing.

“Do you have what it takes to take care of your very own alien pet, DOU. Feed it, clean it, play with it, so much more! Just make sure to not leave it for too long, or something bad might happen.”

Welcome to DOU, the game, where the player takes care of their own pet, called DOU.

DOU has a few states in this game, each represented by pictures:

* 0: Angry
* 1: Dirty
* 2: Happy
* 3: Hungry
* 4: Lonely
* 5: Tired

In addition, the player can interact with DOU in various ways:

* A: Bathe DOU
* B: Feed DOU
* C: Pet DOU
* D: Play with DOU
* E: Put DOU to bed
* F: Take DOU on a walk

For this game to work, we need a state machine.

|  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- |
|  | **A** | **B** | **C** | **D** | **E** | **F** |
| **0** | 0 | 0 | 0 | 0 | 0 | 0 |
| **1** | 2 | 1 | 1 | 1 | 1 | 1 |
| **2** | 2 | 2 | 2 | 2 | 2 | 2 |
| **3** | 3 | 2 | 3 | 3 | 3 | 3 |
| **4** | 4 | 4 | 2 | 2 | 4 | 2 |
| **5** | 5 | 5 | 5 | 5 | 2 | 5 |