State machine diagram (UML statechart):

- Initial state (filled circle) → **On Login Page**

- **On Login Page**
  - click[button == loginButton && inputValide == false] / display error message (self-loop)
  - click[button == loginButton && inputValide == true] / display homepage student → **On Homepage Student**
  - click[button == createAccountButton] / display create account form → **On Create Account Form**

- **On Create Account Form**
  - click[button == backButton] / display login page → **On Login Page**
  - click[button == createButton && inputValide == true] / create account AND display login page → **On Login Page**
  - click[button == createtButton && inputValide == false] / display error message (self-loop)

- **On Homepage Student**
  - click[button == logoutButton] / display login page → **On Login Page**
  - click[button == requestQuote] / display form → **On quote form**

- **On quote form**
  - click[button == closeButton] / display homepage → **On Homepage Student**
  - click[button == extraActivities && inputValid == true] / display extra activities form → **On extra activities form**
  - click[button == extraActivities && inputValid == false] / display error message (self-loop)

- **On extra activities form**
  - click[button == closeButton] / display homepage → **On Homepage Student**
  - click[button == calculateQuote && inputValid == true] / calculate AND display quote → **On quote result page**
  - click[button == calculateQuote && inputValid == false] / display error message (self-loop)

- **On quote result page** → final state (filled circle with ring)