Rocket System internal state: Inactive, armedLaunchAvailable, launchAvailable, Launched

PadUnit

* Input: Activate button
* Output: pass activate signal to Rocket Pad
* Properties: non

RocketPad

* Input: Activate signal from PadUnit
* Output:
  + close relay1
  + turn rocket state into armedAvailable
  + ask for the next input in 10 seconds
* Properties:
  + If the rocket receives no more input in 10 seconds, the rocket will changes to inactive (original state)

Controller

* Input:
  + Armed Launch Button
  + Launch Button
  + Reset Button
* Output:
  + Turn rocket state into Launch Available state if press Armed Launch Button once
  + Turn rocket state into Inactive state if press Armed Launch Button twice
  + Turn rocket state into Inactive state if press Reset Button
  + Close relay2, then turn rocket state into inactive state if press Launch Button
* Properties:
  + Reset the rocket system if press Armed Launch Button twice
  + Return the rocket system into original state (inactive) after launched successfully