**State Diagram**

**Definition**

According to the website called “Geeks for Geeks”, this kind of diagram is used to describe the behavior of a system, using finite state transitions.

**Introduction**

In week 02, I had the privilege to submit a java file called “javacollections”.

You can find it here:  
<https://github.com/supercapis/Capis-CIT360.github.io/blob/master/javacollections.java>

This is the result of the program called javacollections:

*/\*This program comes to help me select a menu of ingredients to compose my weekly lunchbox.*

*----------Weekly Menu----------*

*This is my menu for Monday: [Lettuce, Beans, Chicken]*

*This is my menu for Tuesday: [Rice, Corn, Beans]*

*This is my menu for Wednesday: [Rice, Garbanzos, Broccoli]*

*This is my menu for Thursday: [Chicken, Corn, Rice]*

*This is my menu for Friday: [Broccoli, Rice, Onions]*

*-------------------------------*

**Explanation:**

If you run the program once, you will have a complete menu for the week.

If you run the program twice or more, you will have a randomized option of foods for the menu.

Either way the program comes to help people who are straight or indecisive.

**The Diagram**

The state diagram of this program will help explain what it offers:

