

State



```
graph BT; Room1[finite_state_machine.Room1] --> State[State];
```

A diagram illustrating inheritance. A light gray box labeled 'State' is at the top. A dark gray box labeled 'finite_state_machine.Room1' is at the bottom. A blue arrow points from the top of the 'finite_state_machine.Room1' box to the bottom of the 'State' box.

finite_state_machine.Room1