

PrecisionLandController
::switch_state

ConfirmLicenseController
::switch_state

StateMachine::switch
_state

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graph LR; A[PrecisionLandController::switch_state] --> C[StateMachine::switch_state]; B[ConfirmLicenseController::switch_state] --> C;
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The diagram illustrates a state machine architecture. On the left, two white rectangular boxes represent controllers: 'PrecisionLandController::switch_state' (top) and 'ConfirmLicenseController::switch_state' (bottom). On the right, a gray rectangular box represents the 'StateMachine::switch_state'. Two blue arrows point from the right side of each controller box to the left side of the state machine box, indicating that both controllers interact with or provide input to the state machine.