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called a transition. An FSM is defined by a list of its states, its initial state, and the inputs that trigger each transition. Finite-state machines

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- Overview of FSMs
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- Timing and performance of an FSM
- Moore machine versus Mealy machine
- VHDL description of an FSM
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A finite-state machine, or FSM for short, is a model of computation based on a hypothetical machine made of one or more states. Only a single state can be active at the same time, so the machine must transition from one state to another in order to perform different actions.

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In the input, when a desired symbol is found then the transition occurs. While transition, the automata can either move to the next state or stay in the same state.

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And then just pass your function to the AddStep method for insertion into the list by the state machine.

```
public class StateMachine : IState { List<Action<T>> actions; public void AddStep(Action<T> action) { actions.Add(action); } }c#
```

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