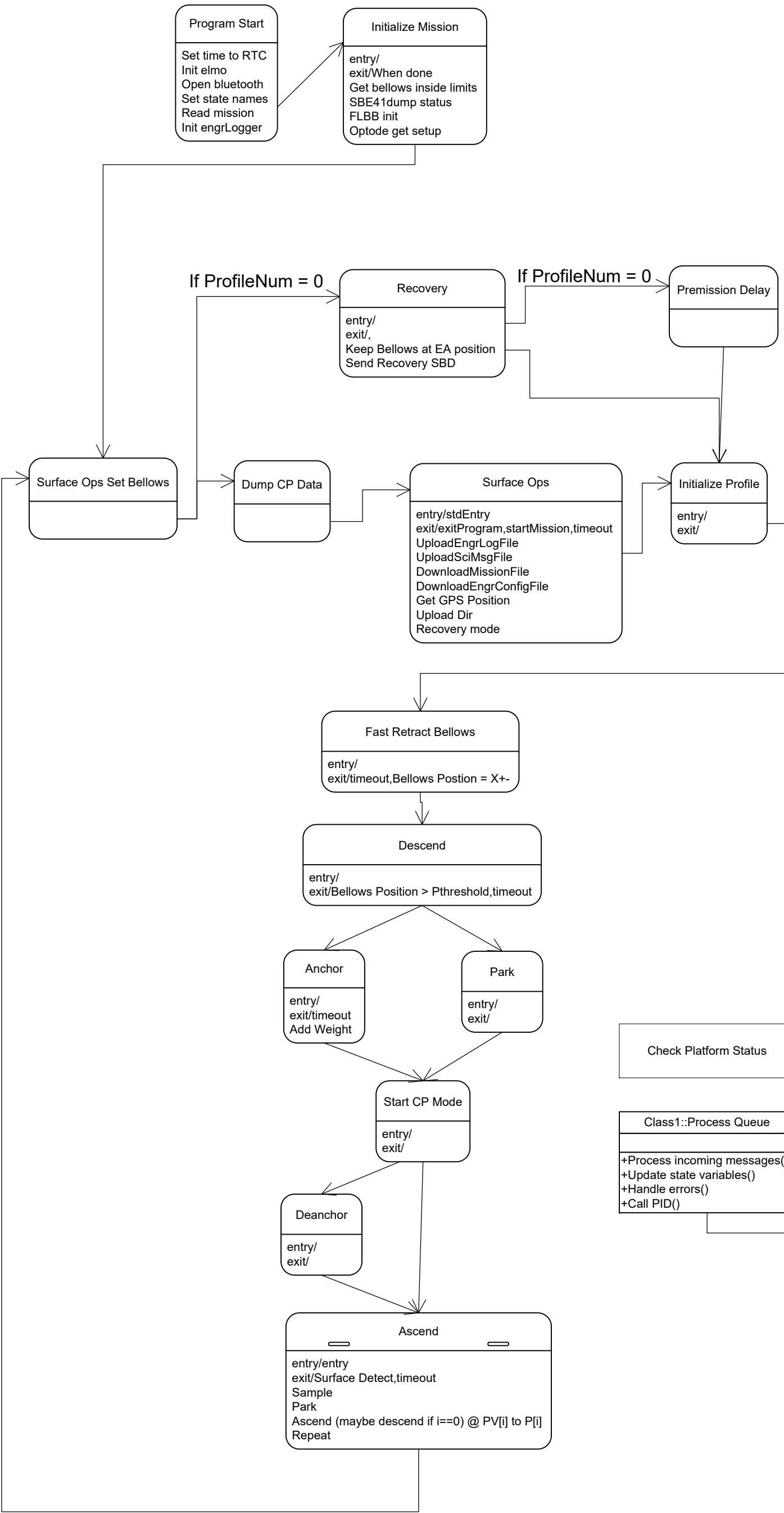


State Machine

Note: Every state is a separate class



Non-State Classes

