

Case THREE :

IF ( K1 == ON )

{

State = Four ;

// Go back to next state

}

else if ( K2 == ON )

{

State = ONE ;

// Go back to state ONE

}

else if ( K3 == ON )

{

State = ONE ;

// Go back to state ONE

}

Case Four :

IF ( K2 == ON )

{

State = OPEN ;

// Go to open state to open the lock

}

else if ( K1 == ON )

{

State = ONE ;

// Go back to state ONE

}

else if ( K3 == ON )

{

State = ONE ;

// Go back to state ONE

}