

# สัปดาห์ที่ 3 การออกแบบกระบวนการโดยใช้ State Machine Diagram

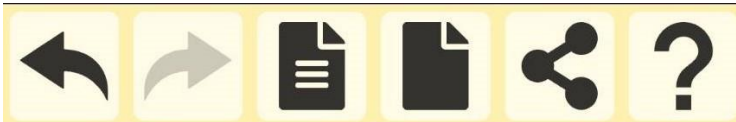
นาย ฌพล ครองยุติ 63322090137

Name	Type	Value
start	Bool	False
S1	Bool	True
S2	Bool	False
YA	Bool	False
state1	Bool	True
state2	Bool	False
state3	Bool	False
state4	Bool	False
reset	Bool	True
T0	Timer	▼

Add new variable Bool ▼ Submit

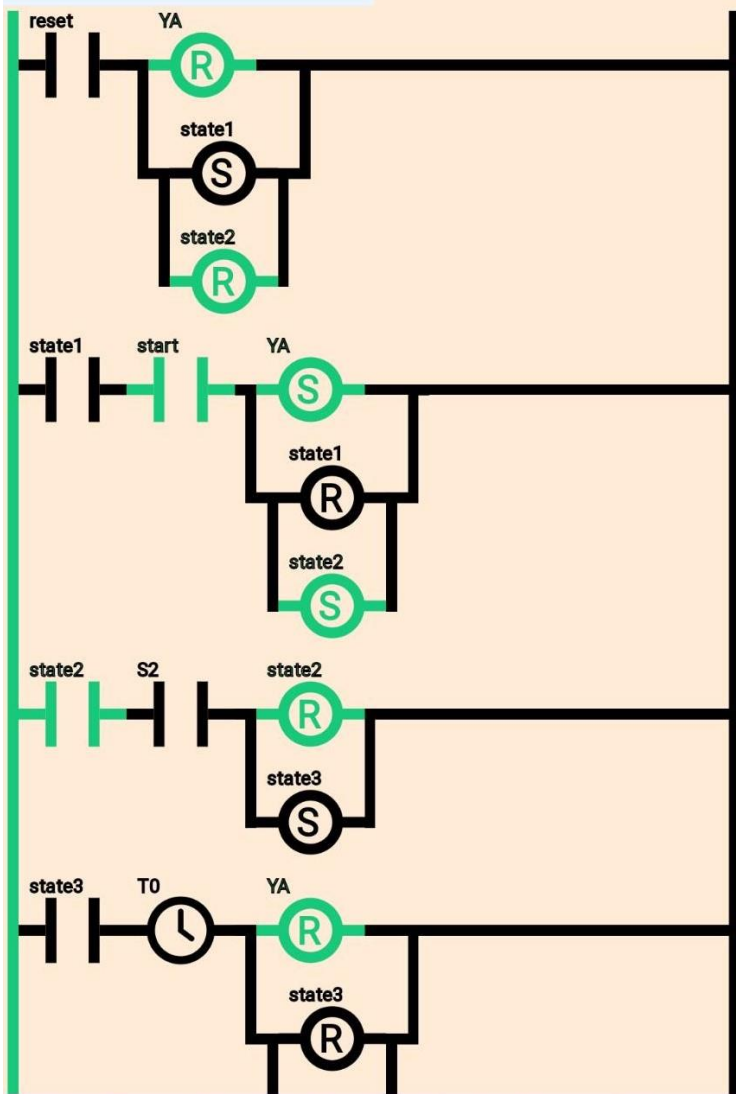
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VARIABLES

DIAGRAM



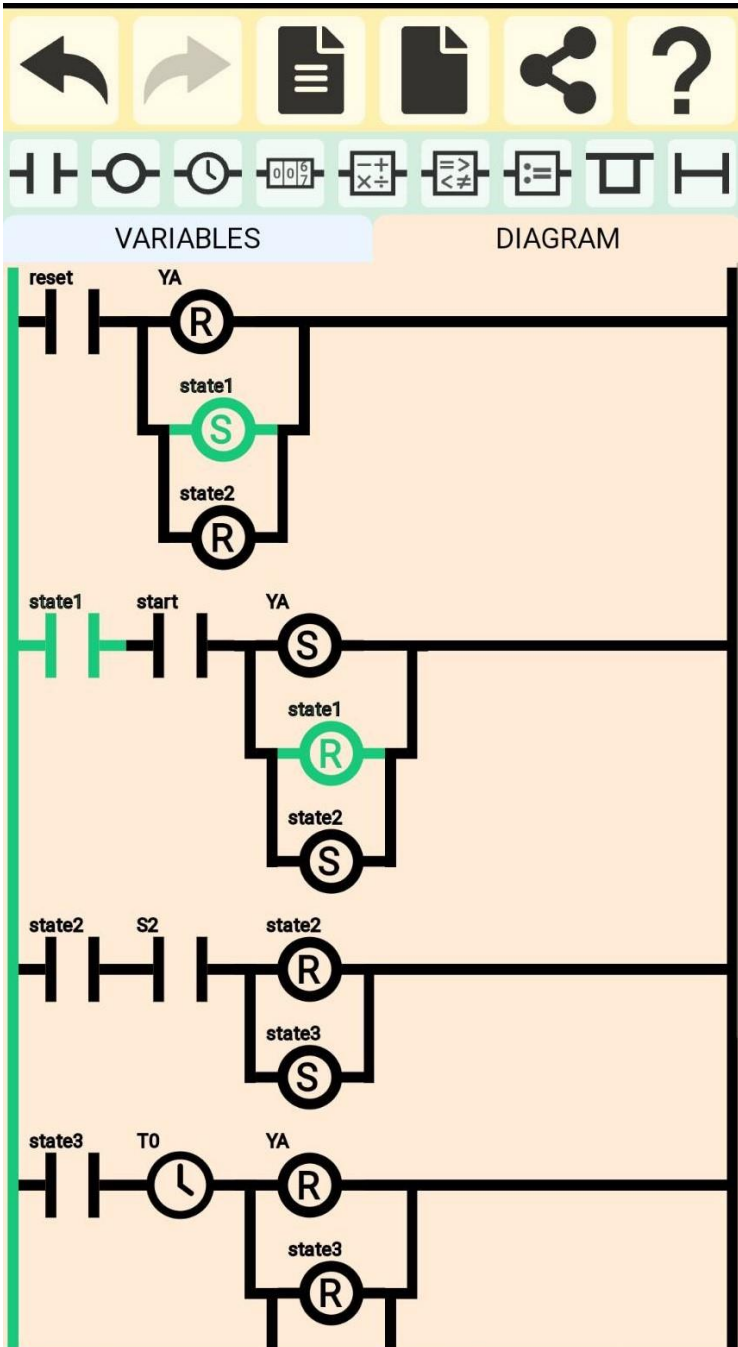
VARIABLES

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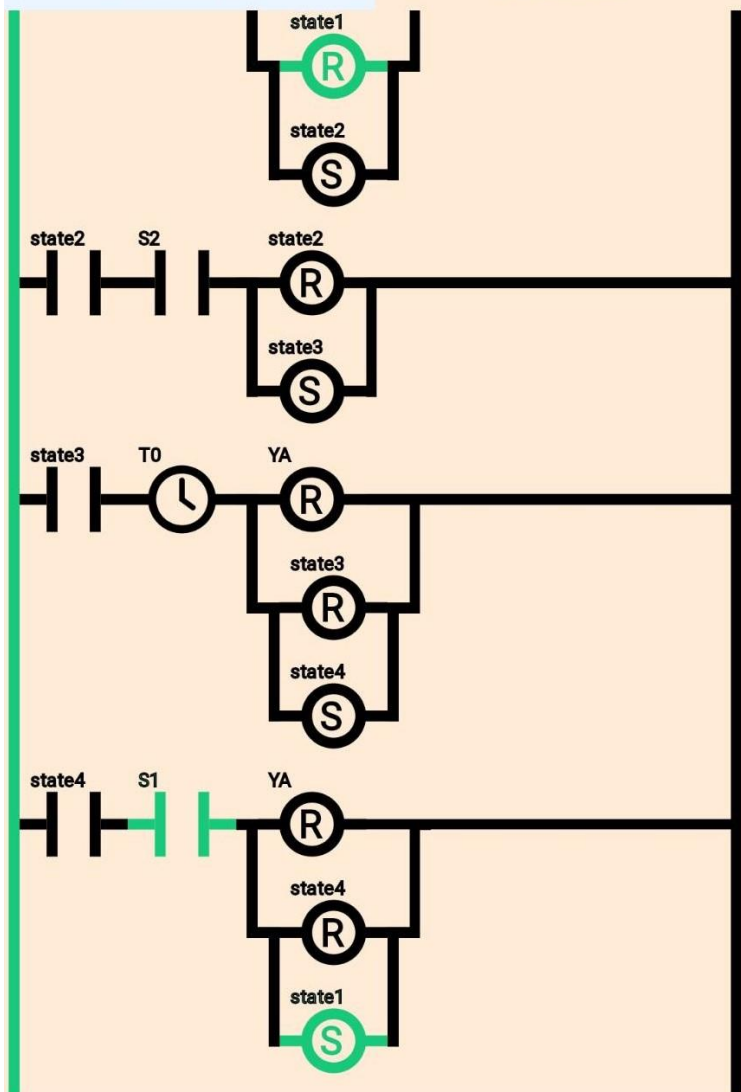
Add new variable Bool

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