

# Software Lab 2

## State Machines

6.01 – Fall 2011

### Goals:

- Understand concepts of state machines
- Explore State Machines
- Construct State Machines using the [6.01 State Machine class](#) (sm.SM)

## 1 Setup

### Using your own laptop

- Be sure you have the 6.01 software libraries installed.
- Download and unzip `swLab02.zip` into a convenient folder (e.g., `~/Desktop/6.01/swLab02`).

## 2 Exercises

Even if you are a new programmer and haven't finished design lab 1, you should work on the following problems.

### Resources:

- [Course Notes](#): Read section 4.1
- [Wk.2.1](#): Tutor problems on state machines
- `~/Desktop/6.01/swLab02/swLab02Work.py`: template for your code, which imports the `sm` module and has some useful test cases

### Wk.2.1

Do these problems on the tutor.  
Test your code in `idle` by implementing your programs in `swLab02Work.py`.

Some of the software and design labs contain the command `athrun 6.01 getFiles`. Please disregard this instruction; the same files are available on the 6.01 OCW Scholar site as a .zip file, labeled Code for [Design or Software Lab number].

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