

Trung T Lac  
CIS 4930  
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Deliverable 5

The virtual model of the FSM diagram for a telephone was created with Flash 4.0. It was based on the physical model I did earlier with a few modifications and is located in index.html on the CD.

The user starts in the lobby (IDLE) of an art museum where he is asked to "select a door." In front of him, there are four doorways, but only the two furthest ones are clickable. The left doorway is called "invitations only" because the user can only enter after receiving a invitation from the gallery. If the user tries to enter the door, a message stating "You do not have an invitation" will appear and then he is instructed to "select a door." The user must click on the door three times before he can receive an invitation. The right doorway is called "tickets only." First, the user must purchase a ticket (GET A NUMBER) from the information desk. From there the user enters a room where he must hand the ticket to the usher, which represents DIAL NUMBER. The next room is the theater (X RINGING and Y RINGING) where a movie is displayed on the screen in the room. The user is then asked whether he wants to enter the gallery, exit, or stay in the theater. If he chooses to enter the gallery, he is sent to a room, which represents CALL RECEIVED. Then they can enter the actual gallery where there is a series of paintings on a wall. Since the gallery equals the SPEECH state, each painting represents a point in a conversation. The user can then exit the gallery and return to the lobby. Returning to tthe theater, if he chooses to exit, the user is sent into room that represents CALL NOT RECEIVED. There is also a console in the room where he can leave a comment for the gallery, which is equivalent to LEAVE MESSAGE in the FSM. The user can then return to the lobby through a hallway (DISCONNECT).