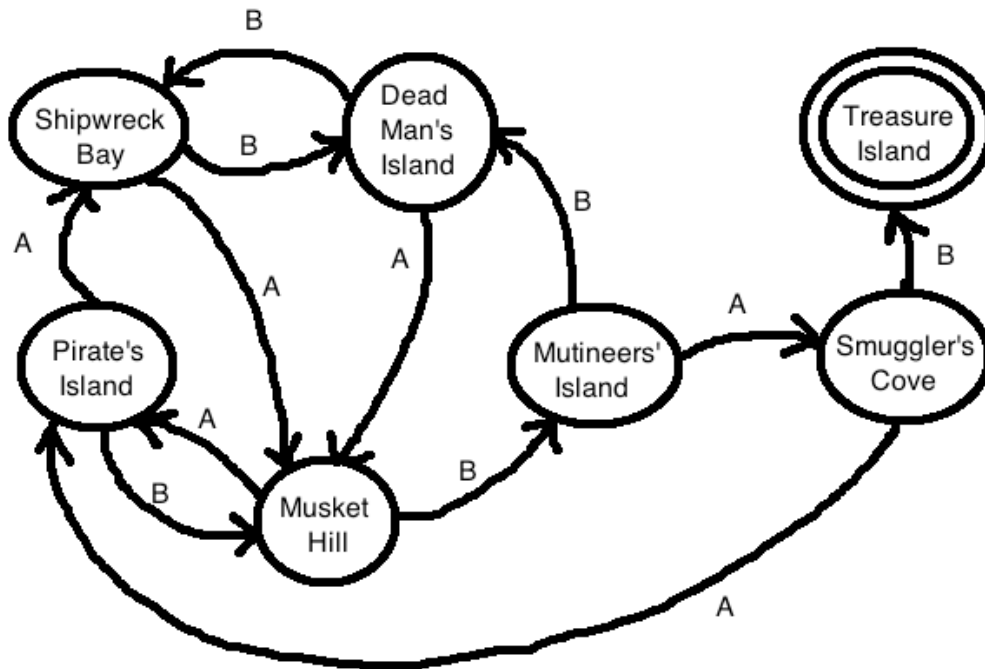


## Revisiting Treasure Island

Main concepts behind the game:

1. Learning about abstract machines (*finite state machines*) to model computation. Each program have a set of *states* (e.g. the set of islands) and the transition from one state to another is triggered by an event (e.g. letter A or B).



2. Many real life examples are modeled this way: elevator, traffic lights, dog hunger behavior, etc. Even simple language generation can be modeled this way:

