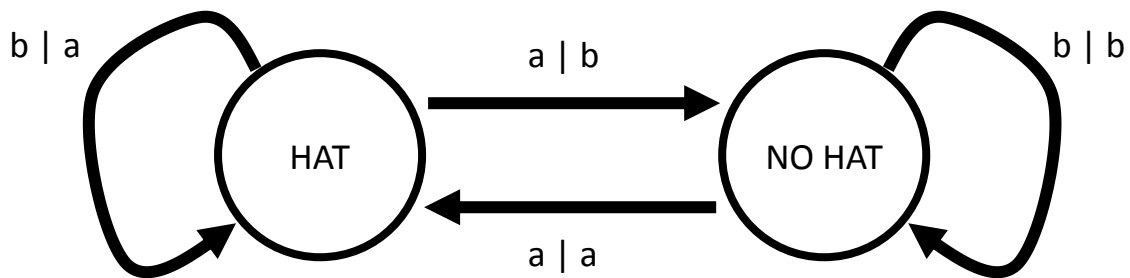


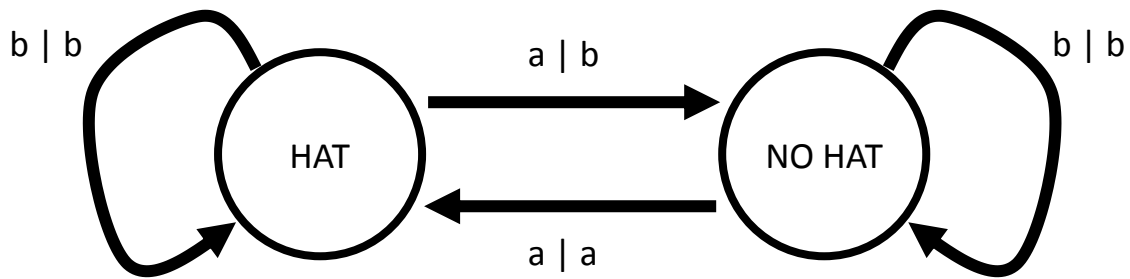
Fickle Fruit Solution:

The following diagram represents the behaviour of the Fickle fruit vendor. We have shortened the descriptions of the states to "HAT" and "NO HAT". Rather than writing out the fruit, we use "a" for apple and "b" for banana so "a/b" means "asked for an apple, and received a banana."



Frustrating Fruit Solution:

The following diagram represents the behaviour of the Frustrating fruit vendor. There is only one slight difference between the Frustrating Fruit machine and the Fickle Fruit machine (the transition on the "HAT" state when asking for a banana gives a banana instead of an apple!)



Fancy Fruit Solution:

The following diagram represents the behaviour of the Fancy fruit vendor. Notice the transitions from HAT & SCARF and NONE are identical, so we can simplify the diagram to that shown in the small box.

