Figure 3.1: State diagram for the first attempt
Used the notation $p_{2.6}$ and $q_{2.6}$ to indicate a blocked process.

An example: in the state reached on step $p_2$ executed, but it waited in $p_2$ blocking, so it shows $p_{2.6}$ to represent the fact that $p_2$ has not finished executing.

For the state highlighted in yellow, $q_1$ is actually the state that executed signal. This caused the program pointer of $q_1$ to point to $q_1$, but also caused $p$ to be unblocked so that $p_2$ would finish executing.