RANDOMIZATION. Choose 5 random numbers between 1 and 6.

Step 1	Step 2	Step 3
A	B	C
-	D	E
-		

RULES.

If the vector is $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ and the upper number is smaller than 5 then switch to $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ otherwise keep the vector.

If the vector is $\begin{bmatrix} 0 \\ 1 \end{bmatrix}$ and the lower number is even then switch to $\begin{bmatrix} 1 \\ 0 \end{bmatrix}$ otherwise keep the vector.

RUN. We make three Markov steps. Depending on your random numbers, you will end up with a final vector.

$\vec{v}$	$\vec{v}_1$	$\vec{v}_2$	$\vec{v}_3$
	Step 1 use A	Step 2 use B or C	Step 3 use D or E
1			
0			