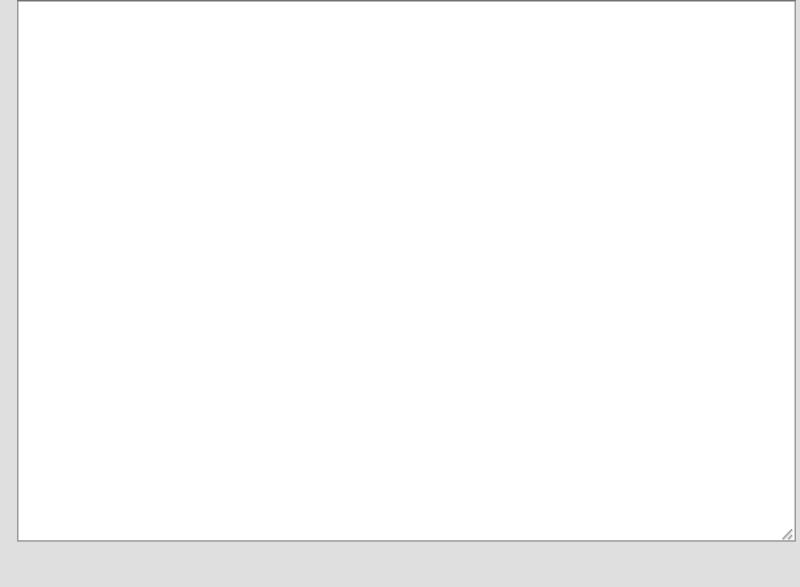
## Finite State Machine Designer

Export as: PNG | SVG | LaTeX



The big white box above is the FSM designer. Here's how to use it:

- Add a state: double-click on the canvas
- Add an arrow: shift-drag on the canvas
- Move something: drag it around
- Delete something: click it and press the delete key (not the backspace key)
- Make accept state: double-click on an existing state
- Type numeric subscript: put an underscore before the number (like "S\_0")
- Type greek letter: put a backslash before it (like "\beta")

This was made in HTML5 and JavaScript using the canvas element.

Created by Evan Wallace in 2010