

Finite State Machine Designer

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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