Building a Finite State Machine

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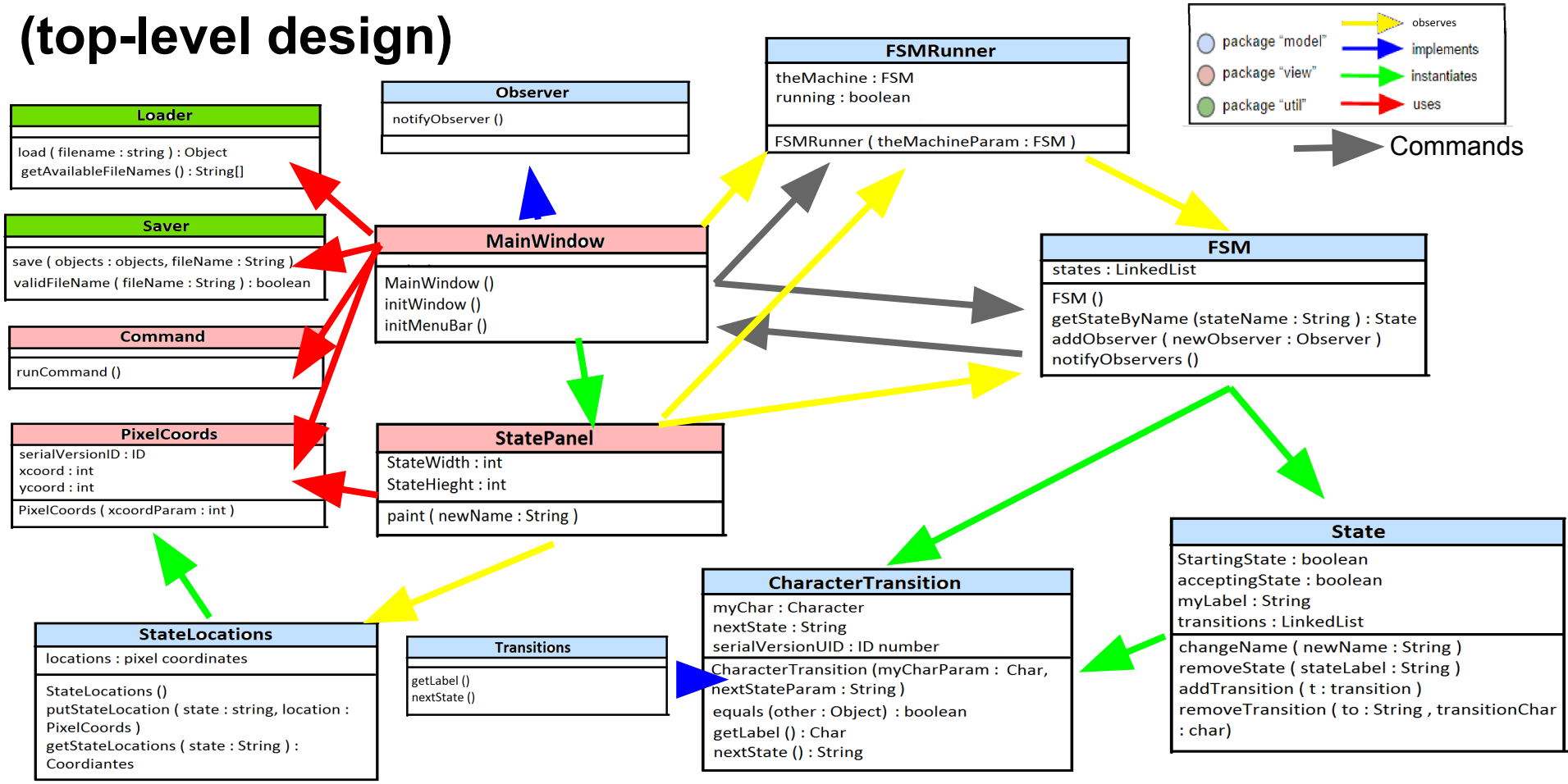
Design Goals

1. Simulate FSM
    a. Deterministic
    b. Non-deterministic
    c. Can input an input list (or key stroke)
    d. If input is invalid, enter a reject state
    e. Simulating from a list
    (has a pause/play button and adjust speed slider)
    f. If, when simulating (non-deterministic) and there are two current states, and the next input is only valid for one, then you are in a real-state and a rejecting-state, then disregard the rejecting state!
    (or leave the rejecting state as a current state and all inputs move it to itself)

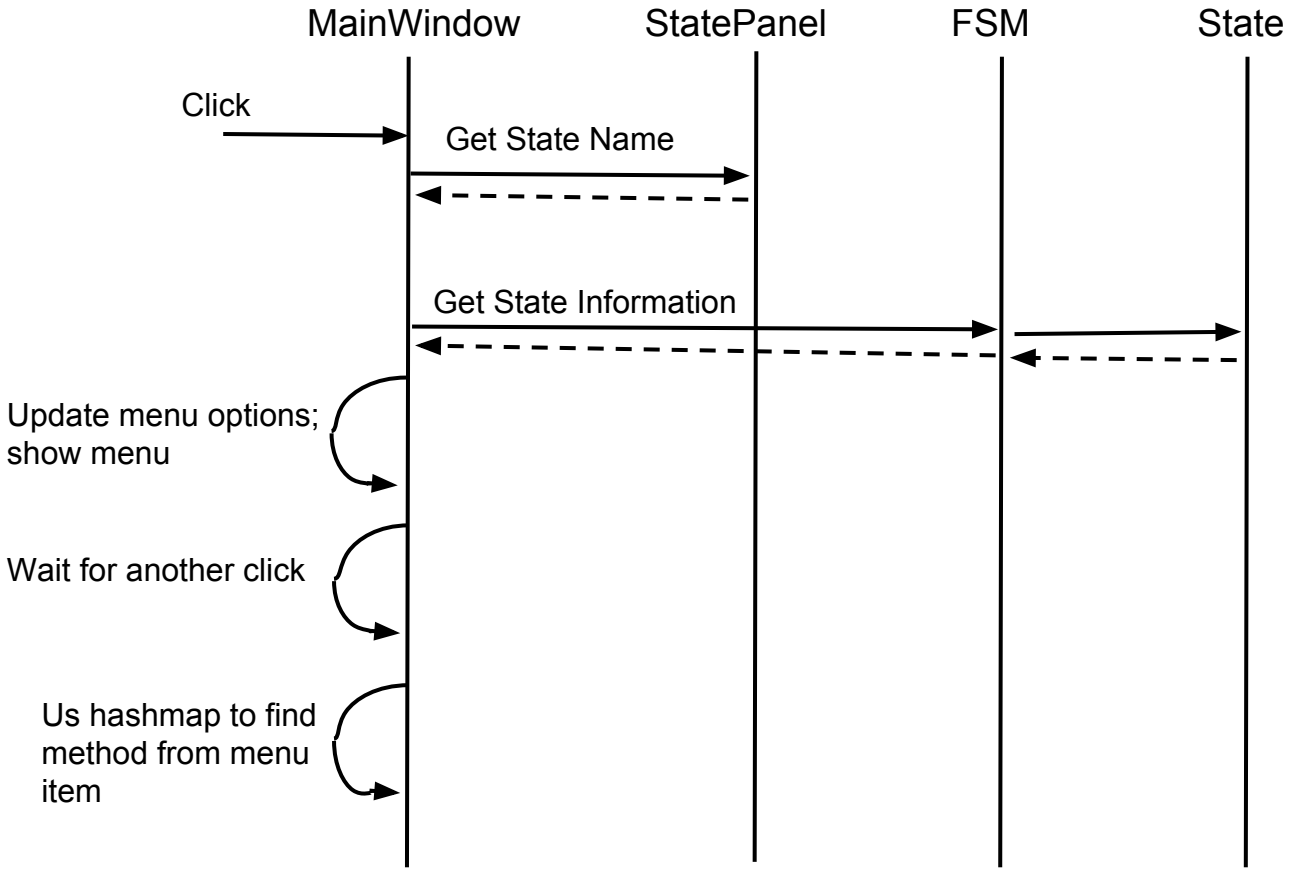
2. Make at least 2 export formats
    a. Exporting file; loading optional
    b. One file format that could copy and paste.
    c. One file format that you could export as a PNG file

3. Other
    d. Create separate command classes
    e. More tests
    f. Draw transitions

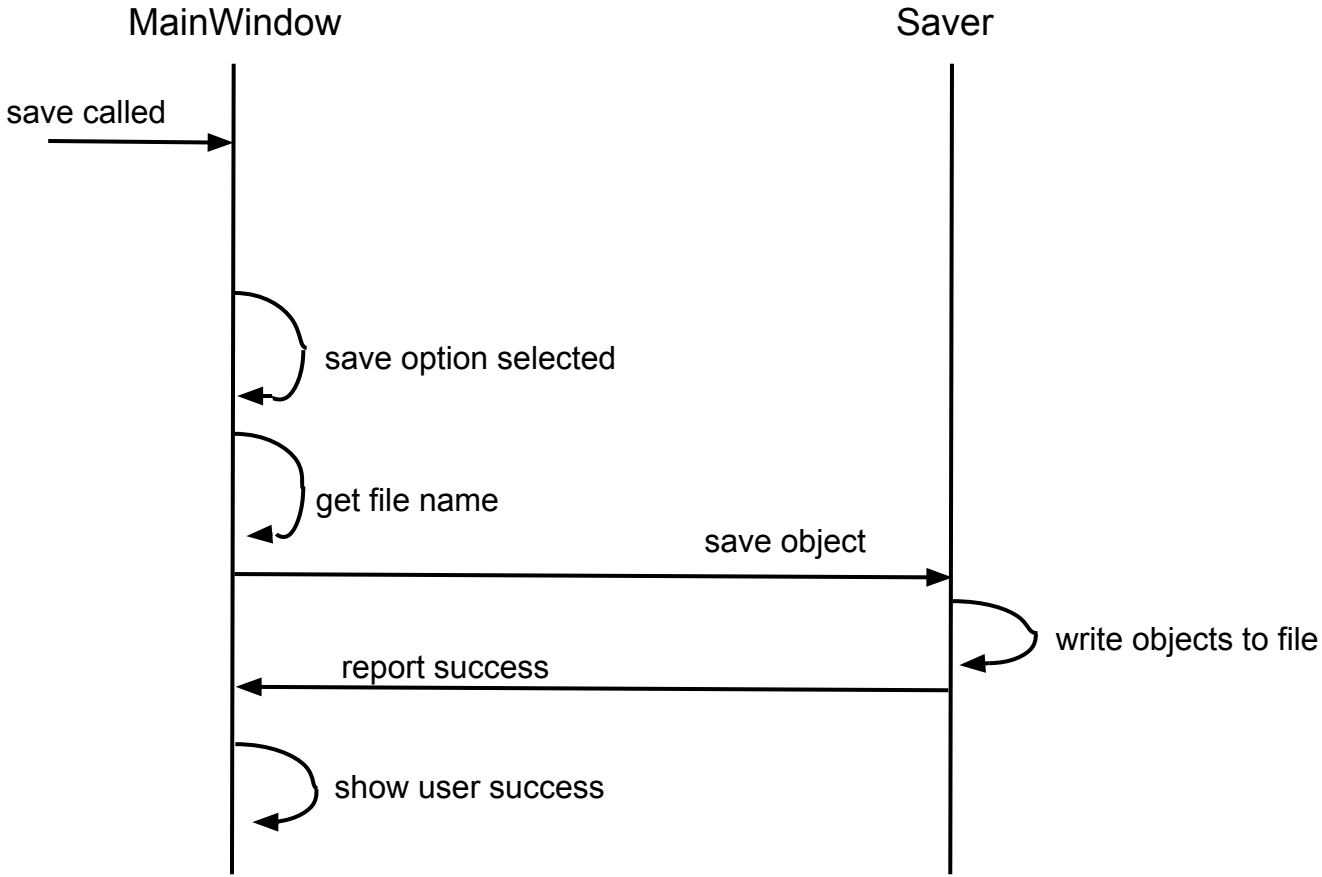
Class Interaction Flow Chart (top-level design)



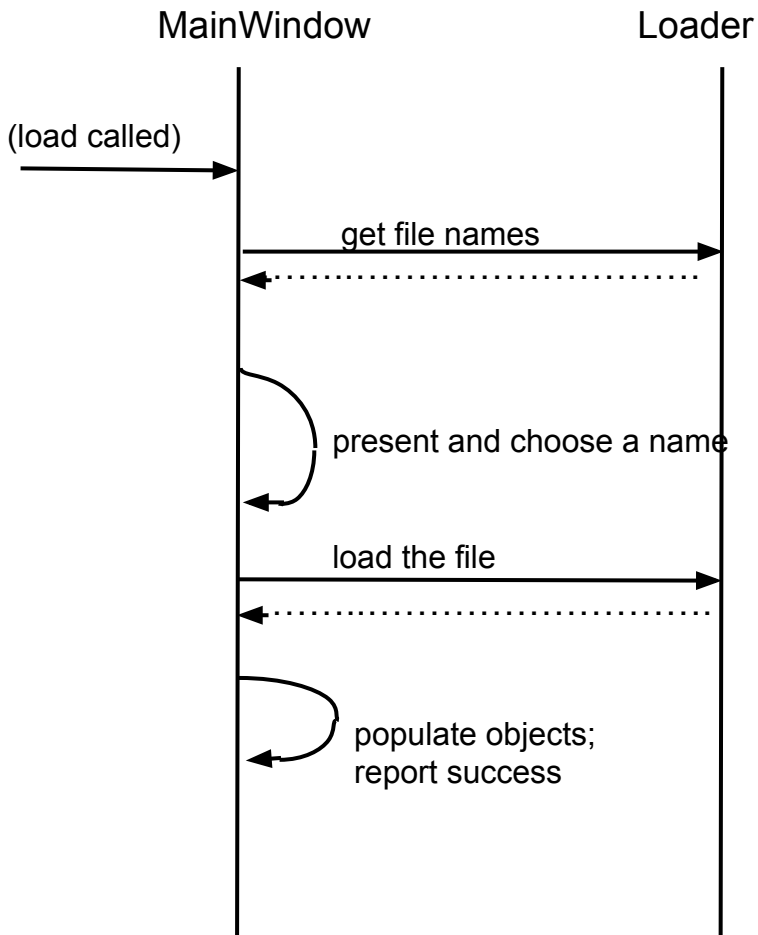
Clicking in the window



Save


MainWindow
Saver
save called
save option selected
get file name
save object
write objects to file
report success
show user success

Loading


MainWindow
Loader
(load called)
get file names
present and choose a name
load the file
populate objects;
report success


Thank you
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