https://github.com/DragosteSergiu/Facultate/blob/main/Lab4FLCD.py

Class Transition: It is used to represent a transition between two states.
        - It has three fields, which are: state, value, and resultedState.
        - It has a getter and a setter for each field.
        - It has a to string method.

Class FiniteAutomata: It is the class the represents the automata.
        - It has five fields, which are: setOfStates, alphabet, initialState,
setOfFinalStates, transitions.
        - It has a getter and a setter for each field.
        - It has a to string method.
        - It contains the method which verifies if a given sequence is accepted by
FA.

Class Handler: It is used to perform different kind of tasks.
        - It has one field, which is filename.
        - It has a function which creates an object of type 'FiniteAutomata', red
from the file.
        - It has the method which prints the menu.
        - It contains the method which performs the interaction with the users.

The finite automata is stored in the file using this pattern:
Q = "{"state{, state}"}"
sigma = "{"value{, value}"}"
q0 = state
F = "{"state{, state}"}"
transitions = "{"
                "("state"," value")" "->" newstate";"
                {"("state"," value")" "->" newstate";"}
              "}"