```
Python ./turingMachine.py

[2, 1, 0, 2]
Running Turing Machine...

Current State: start -> _ , r
Current State: move -> 1 , r
Current State: move -> 0 , l
Current State: back -> 0 , l
Current State: back -> _ , l

Accepted
```

```
TuringMachine python ./turingMachine.py

[2, 2, 2, 1]

Running Turing Machine...

Current State: start -> _ , r

Current State: move -> _ , l

Current State: back -> _ , l

Accepted
```



TuringMachine python ./turingMachine.py

[1, 2, 1, 2]
Running Turing Machine...

Current State: start -> 1 , R

Rejected