

State: Start

	(0		0		1)	&	1	&	0

State: APhase

	(0		0		1)	&	1	&	0

State: APhase

(0		0		1)	&	1	&	0	
(

State: APhase

(0			0		1)	&	1	&	0
(0										

State: APhase

(0		0		1)	&	1	&	0
(0									

State: APhase

(0		0			1)	&	1	&	0
(0		0								

State: APhase

(0		0		1)	&	1	&	0
(0		0							

State: APhase

(0		0		1)		&	1	&	0
(0		0		1							

State: APhase

(0		0		1)		&		1	&	0
(0		0		1)						

State: and

(0		0		1)	&		1		&	0
(0		0		1)					

State: restoreA1

(0		0		1)	&	1	&	0
(0		0		1)	&			

State: restore1

(0		0		1)	&	1	&	0
(0		0		1)	&			

State: APhase

(0		0		1)	&	1	&	0
(0		0		1)	&	1		

State: and

(0		0		1)	&	1	&	0
(0		0		1)	&	1		

State: APhase

(0		0		1)	&	1	&	0	
(0		0		1)	&	0			

State: returnTo0Phase

(0		0		1)	&	1	&	0	
(0		0		1)	&	0			

State: returnTo0Phase

(0		0		1)	&	1	&		
(0		0		1)	&	0			

State: returnTo0Phase

(0		0		1)	&	1			
(0		0		1)	&	0			

State: returnTo0Phase

(0		0		1)	&				
(0		0		1)	&	0			

State: returnTo0Phase

(0		0		1)					
(0		0		1)	&	0			

State: returnTo0Phase

(0		0		1						
(0		0		1)	&	0			

State: returnTo0Phase

(0		0								
(0		0		1)	&	0			

State: returnTo0Phase

(0		0								
(0		0		1)	&	0			

State: returnTo0Phase

(0										
(0		0		1)	&	0			

State: returnTo0Phase

(0										
(0		0		1)	&	0			

State: returnTo0Phase

	(
(0		0		1)	&	0			

State: returnTo0Phase

(0		0		1)	&	0			

State: returnTo0Phase2

(0		0		1)	&	0			

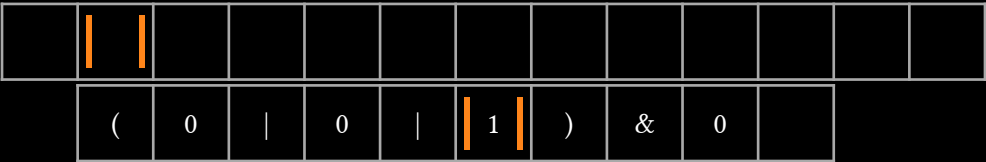
State: returnTo0Phase2

(0		0		1)	&	0			

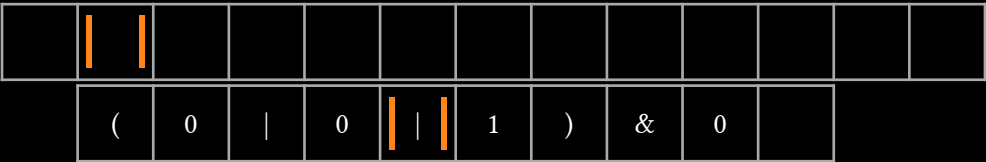
State: returnTo0Phase2

(0		0		1)	&	0			

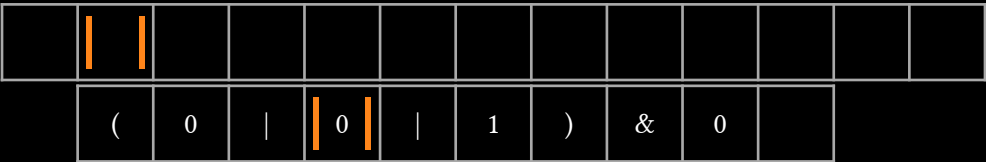
State: returnTo0Phase2



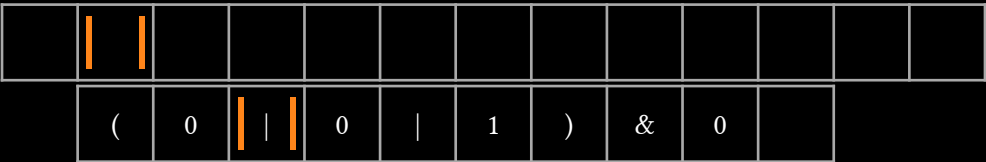
State: returnTo0Phase2



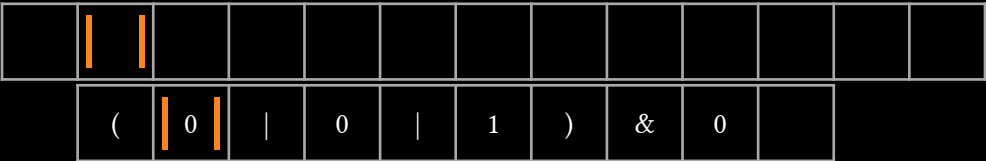
State: returnTo0Phase2



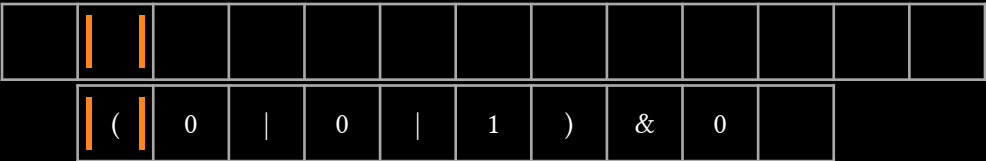
State: returnTo0Phase2



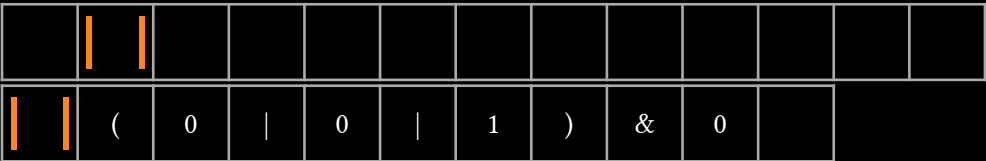
State: returnTo0Phase2



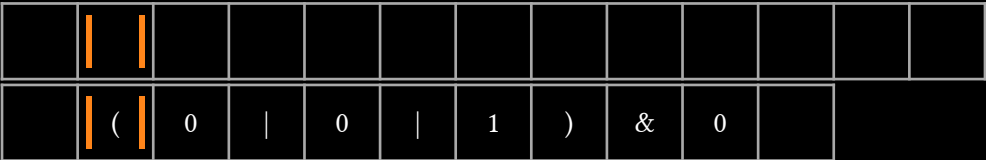
State: returnTo0Phase2



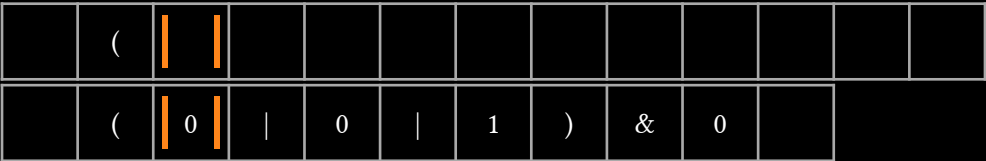
State: returnTo0Phase2



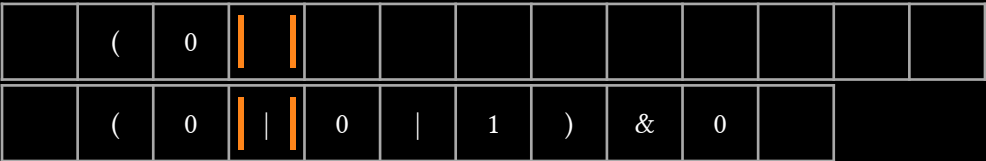
State: 0Phase



State: 0Phase



State: 0Phase



State: or

	(0										
	(0		0		1)	&	0			

State: 0Phase

	(0										
	(0		0		1)	&	0			

State: or

	(0										
	(0		0		1)	&	0			

State: 0Phase

	(1										
	(0		0		1)	&	0			

State: 0Phase

	(1)									
	(0		0		1)	&	0			

State: 0Phase

	(1)	&								
	(0		0		1)	&	0			

State: 0Phase

	(1)	&	0							
	(0		0		1)	&	0			

State: returnToPPhase

	(1)	&	0							
	(0		0		1)	&	0			

State: returnToPPhase

	(1)	&	0							
	(0		0		1)	&				

State: returnToPPhase

	(1)	&	0							
	(0		0		1)					

	(1									
	0	&									

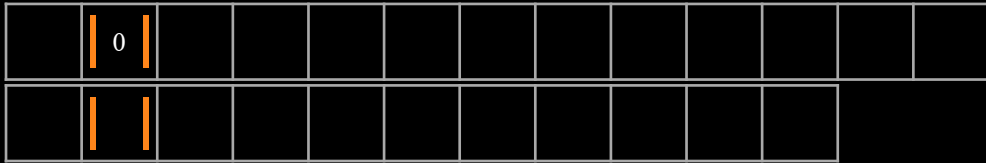
	(
	0	&										

[illegible][illegible][illegible][illegible][illegible]

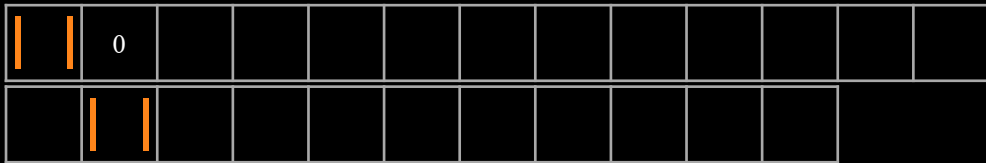
	1	&	0								

[illegible][illegible]

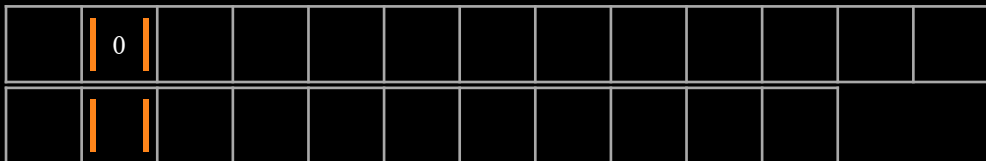
State: cycle



State: cycle'



State: Accept



ACCEPTED