









		S	tate:	car	ry			
	1	1	/	0	2	1		
		S	tate:	goL	eft			
	1	1	/	0	2	1		
		S	tate:	goL	eft			
	1	1	/	0	2	1		
		S 	tate:	goL	eft			
	1	1	/	0	2	1		
		<u> </u>	tate:	goL	eft			
	1	1	/	0	2	1		
State: inc								
				THE				
	1	1	/	0	2	1		
	1	1	/	0	2	1		
		1   S	/ tate:	0 inc				
	1	1	/	0	2	1		
		\$ 0	/ tate:	0 inc 0				
	1	\$ 0	/ tate:	o inc	2	1		
		\$ 0	/ tate:	0 inc 0				
	1	\$ 0 S	/ tate: /	0 inc 0	2	1		
	0	\$ 0 S	/ tate: / tate:	o inc o goR	2 2 ight	1		
1	1	\$ 0 S	/ tate: /	0 inc 0	2	1		
1	0	1 S O S	/ tate: / tate:	0 inc 0 goR.	2 2 ight	1		









		S.	tate:	goR	ight			
1	1	1	/	0	1	1		
		S.	tate:	goR	ight			
1	1	1	/	0	1	1		
		S	tate:	goR	ight			
1	1	1	/	0	1	1		
State: goRight								
1	1	1	/	0	1	1		
State: goRight								
1	1	1	/	0	1	1		
		S <sup>-</sup>	tate:	dec				
1	1	1	/	0	1	1		
		S	tate:	car	ry			
1	1	1	/	0	1	0		
State: goLeft								
1	1	1	/	0	1	0		
		S	tate:	goL	eft			
1	1	1	/	0	1	0		
State: goLeft								
1	1	1	/	0	1	0		













				5	tate:	ena				
	1	0	1	1	/	0	0	0		
	State: clean									
	1	0	1	1	/	0	0	0		
	State: clean									
	1	0	1	1	/	0	0			
				 S	tate:	cle	 an			
	1		1							
	1	0	1	1	/	0				
				s	tate:	cle	 an			
	1	0	1	1	<b> </b> / <b> </b>					
					1 1					
				S	tate:	hom	 e			
	1	0	1	1						
					ļ		ļ	ļ		
				S	tate:	hom	e			
	1	0	1	1						
				S	tate:	hom	е			
	1	0	1	1						
				S	tate:	hom	e			
	1	0	1	1						
					tate:	hom	e			
$\ \cdot\ $	1	0	1	1						

