

State: Start

<div>1</div>	1	<	1	0
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State: peekNextChecklen

<div>1</div>	1	<	1	0
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State: checklen

1*	<div>1</div>	<	1	0
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State: checklen

1*	1	<div>&lt;</div>	1	0
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State: checklenR

1*	1	<	<div>1</div>	0
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State: checklenNext

1*	1	<div>&lt;</div>	1*	0
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State: checklenNextR

1*	<div>1</div>	<	1*	0
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State: checklenNextR

<div>1*</div>	1	<	1*	0
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State: peekNextChecklen

1*	<div>1</div>	<	1*	0
----	--------------	---	----	---

State: checklen

1*	1*	<div>&lt;</div>	1*	0
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State: checklenR

1*	1*	<	1*	0
----	----	---	----	---

State: checklenR

1*	1*	<	1*	0
----	----	---	----	---

State: checklenNext

1*	1*	<	1*	0*
----	----	---	----	----

State: checklenNext

1*	1*	<	1*	0*
----	----	---	----	----

State: checklenNextR

1*	1*	<	1*	0*
----	----	---	----	----

State: peekNextChecklen

1*	1*	<	1*	0*
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State: ensureSmthLeft

1*	1*	<	1*	0*
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State: ensureSmthLeft

1*	1*	<	1*	0*
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State: ensureSmthLeft

1*	1*	<	1*	0*	
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State: compareNumeric

1*	1*	<	1*	0*	
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State: compareNumeric

1*	1*	<	1*	0	
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State: compareNumeric

1*	1*	<	1	0	
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State: compareNumeric

1*	1*	<	1	0	
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State: compareNumeric

1*	1	<	1	0	
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State: compareNumeric

	1	1	<	1	0	
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State: peek4cmp

	1	1	<	1	0	
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State: left1

	1*	1	<	1	0	
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State: left1

	1*	1	<	1	0	
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State: check1

	1*	1	<	1	0	
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State: cmpNext

	1*	1	<	1*	0	
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State: cmpNextL

	1*	1	<	1*	0	
--	----	---	---	----	---	--

State: cmpNextL

	1*	1	<	1*	0	
--	----	---	---	----	---	--

State: peek4cmp

	1*	1	<	1*	0	
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State: left1

	1*	1*	<	1*	0	
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State: check1

	1*	1*	<	1*	0	
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State: check1

	1*	1*	<	1*	0	
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State: Reject

	1*	1*	<	1*	0	
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REJECTED