State: Start
1
State: peekNextChecklen
1 1 < 1 0
State: checklen
1* 1 < 1 0
State: checklen
1* 1 < 1 0
State: checklenR
1* 1 < 1 0
State: checklenNext
1* 1 < 1* 0
State: checklenNextR
1* 1 < 1* 0
State: checklenNextR
1* 1 < 1* 0
State: peekNextChecklen
1* 1 < 1* 0
State: checklen
1* 1*

State:	che	cklen	ıR							
	1*	1*	<	1*	0					
State:	checklenR									
	1*	1*	<	1*	0					
State:	che	cklen	Next							
	1*	1*	<	1*	0*					
State:	che	cklen	Next							
	1*	1*	<	1*	0*					
State:	che	cklen	Next	R						
	1*	1*	<	1*	0*					
State:	peel	kNext	Chec	klen						
	1*	1*	<	1*	0*					
State:	ens	ureSm	thLe	ft						
	1*	1*	<	1*	0*					
State:	ens	ureSm	thLe	ft						
	1*	1*	<	1*	0*					
State:	ens	ureSm	thLe	ft						
	1*	1*	<	1*	0*	П				
State: compareNumeric										
	1*	1*	<	1*	0*					

State: compareNumeric										
	1*	1*	<	1*	0					
State: compareNumeric										
	1*	1*	<	1	0					
State: compareNumeric										
	1*	1*	<	1	0					
State: compareNumeric										
	1*	1	<	1	0					
I										
State: compareNumeric										
П	1	1	<	1	0					
<u> </u>										
State: peek4cmp										
	1	1	<	1	0					
State: left1										
	1*	1	<	1	0					
		لاک								
State:	lef	t1								
	1*	1	<	1	0					
			لک							
State:	che	ck1								
	1*			1 1	0					
		1	<	1	0					
State: cmnNext										
State: Ciliphext										
	1*	1	<	1*	0					



REJECTED