

• No CM : Starting state

• I/O : Start next state.
update current state.

• C : C, I/O, state

ex) 0

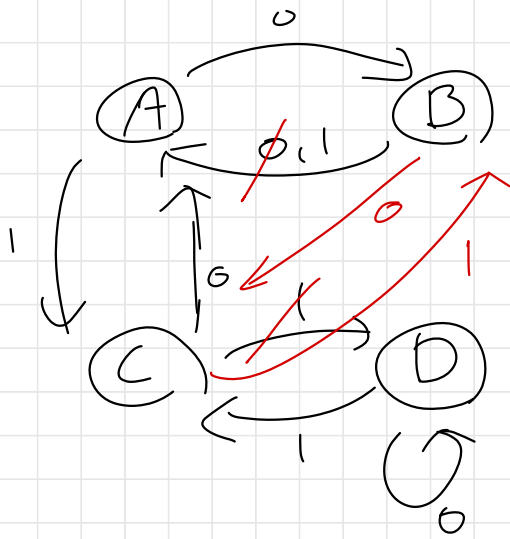
• p : start state machine config.

• g : No garbage
start [< _ , _ , _ , _ , _ >]

od : No states deleted

all unreach.
undeleted
states
Deleted: [< _ , _ , _ , _ >]

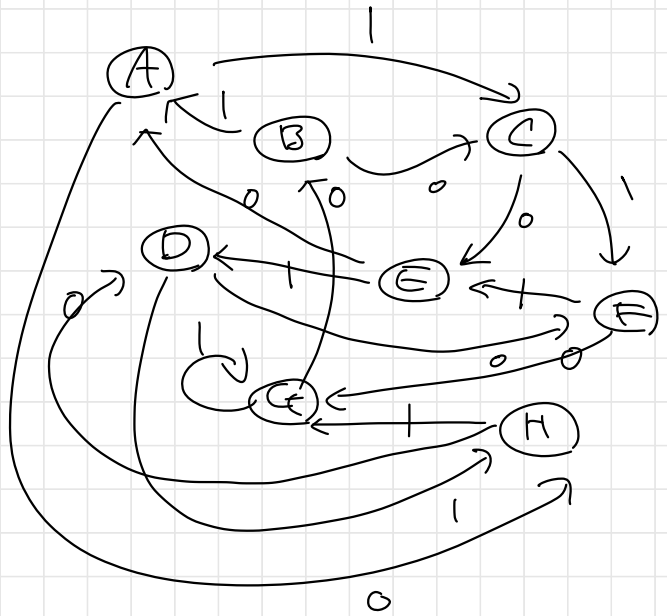
d _ : Deleted
Not deleted



Input	Output
	C
0	A
0	B
C 0 C	
0	C
P	A B C B C A C A D P D C
g	No garb.

Input	Output
c 1 B	
g	D
d	Detected D
P	A B C B C A C A B

A	H	C
B	C	A
C	E	F
D	F	H
E	A	D
F	G	E
G	B	G
H	D	G



- ASCII code
- struct
- typedef

State = Arraylist.

Structure