

mycase.kiss

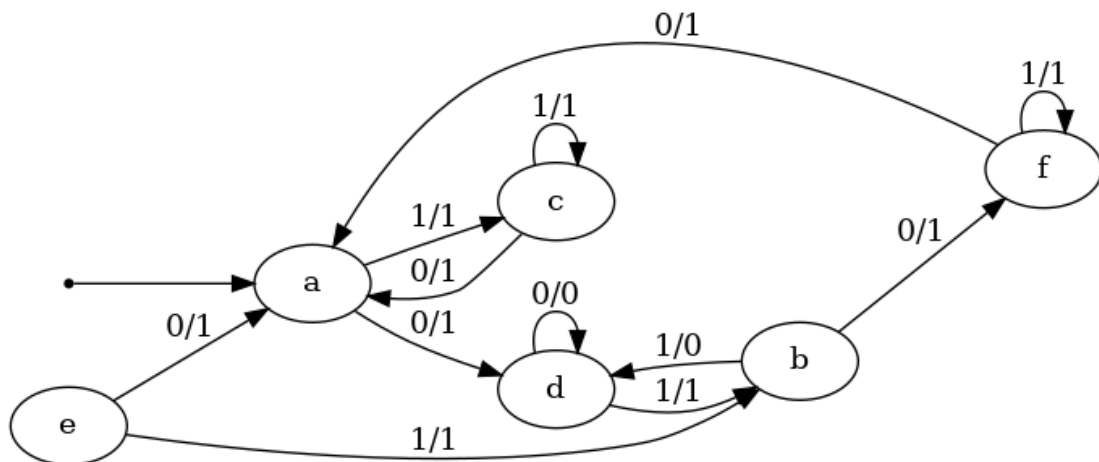
```
.start_kiss
.i 1
.o 1
.p 12
.s 6
.r a
0 a d 1
1 a c 1
0 b f 1
1 b d 0
0 c a 1
1 c c 1
0 d d 0
1 d b 1
0 e a 1
1 e b 1
0 f a 1
1 f f 1
.end_kiss
```

mycase.dot

```
digraph STG {
    rankdir=LR;

    INIT [shape=point];
    a [label="a"];
    b [label="b"];
    c [label="c"];
    d [label="d"];
    e [label="e"];
    f [label="f"];

    INIT -> a;
    a -> d [label="0/1"];
    a -> c [label="1/1"];
    b -> f [label="0/1"];
    b -> d [label="1/0"];
    c -> a [label="0/1"];
    c -> c [label="1/1"];
    d -> d [label="0/0"];
    d -> b [label="1/1"];
    e -> a [label="0/1"];
    e -> b [label="1/1"];
    f -> a [label="0/1"];
    f -> f [label="1/1"];
}
```



myresult.kiss

```
.start_kiss
.i 1
.o 1
.p 10
.s 5
.r a
0 a d 1
1 a c 1
0 b c 1
1 b d 0
0 c a 1
1 c c 1
0 d d 0
1 d b 1
0 e a 1
1 e b 1
.end_kiss
```

myresult.dot

```
digraph STG {
    rankdir=LR;

    INIT [shape=point];
    a [label="a"];
    b [label="b"];
    c [label="c"];
    d [label="d"];
    e [label="e"];

    INIT -> a;
    a -> d [label="0/1"];
    a -> c [label="1/1"];
    b -> c [label="0/1"];
    b -> d [label="1/0"];
    c -> a [label="0/1"];
    c -> c [label="1/1"];
    d -> d [label="0/0"];
    d -> b [label="1/1"];
    e -> a [label="0/1"];
    e -> b [label="1/1"];
}
```

