```
Implementation:

    The State class has the following fields:
        - String Identifier          --identifier of the state

    The Transition class has the following fields:
        - String state               --name of the start state
        - String letter              --letter input
        - List<String> result        --set of result states

    Finite Automata class has the following fields:
        - List<State> States         --set of all states
        - List<String> Alphabet      --alphabet of FA
        - String initState           --initial state
        - List<Transition> Transitions  --set of Transitions
        - List<String> FinalStates      --set of final states


The finite automata is read from a file an has the following EBNF form:
    state = letter {letter}
    states = '{' state {',' state } '}'
    alphabet = '{' stateIdentifier {',' stateIdentifier } '}'
    initState = stateIdentifier
    finalStates =  '{' state {',' state } '}'
    transition = { { state, stateIdentifier, { state, {state} }, { state,
stateIdentifier, { state, {state} } } } }
    transitions = transition { trabsition }
    stateIdentifier = letter { letter }
    digit = '0-9'
    letter = 'a-z'
    charIdentifier = digit | 'a-z' | 'A-Z' | { digit | 'a-z' | 'A-Z' }
```