* Not limited by the number of states
* Can accept any tape presented with whatever instructions are hard coded
* Available states will create all of the needed states using that class, making the state machine work with multiple states, such as the elevator state machine presented in lectures.
  + There will be multiple of the same Turing State object for each state presented in the instructions

One class which will represent each state in the machine

When initialising the available states, they will be created using the **TuringState()**

object depending on the states defined in the instructions presented