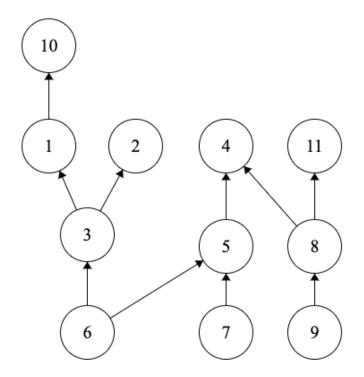
Finite State Machine Designer



Export as: PNG | SVG | LaTeX

The big white box above is the FSM designer. Here's how to use it:

- Add a state: double-click on the canvas
- Add an arrow: shift-drag on the canvas
- Move something: drag it around
- Delete something: click it and press the delete key (not the backspace key)
- Make accept state: double-click on an existing state
- Type numeric subscript: put an underscore before the number (like "S_0")
- Type greek letter: put a backslash before it (like "\beta")

madebyevan.com/fsm/