

Key

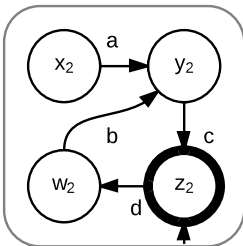


Regular State

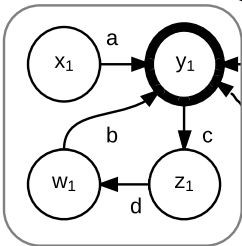


Accept State

$G_Z$



$G_Y$  Start State



$G_W$

