Machine

+ run()
+ step()
+ backstep()
+ getState()
+ restoreState()
+ hasEnded()
+ reset()
+ getPreviousState()
- saveState()

RAMachine

+ programUnit
+ instructionPointer
+ memory
+ input
+ output
+ halted
+ history
- labelMap

+ halt()
+ readInput()
+ writeOutput()
+ readMemory()
+ writeMemory()
+ getLastLabel()
+ getLabelIndex()
- buildLabelMap()

TuringMachine

+ tape
+ initialTape
+ tapePointer
+ currentState
+ initialState
+ finalStates
+ transitionFunctions
+ transitionHistory
+ history
- tapeAlphabet

+ getTapeAlphabet()
+ getDefinition()
+ getLastTransitionFunction()
- processState()

TuringMachineRAMSimulation

+ ram
+ turing
- ramProgram
- symbolLegend
- ignoreFirstNewInstr
- history

+ encodeSymbol()
+ decodeSymbol()
+ stepTuring()
+ backstepTuring()
+ getTuringMachineState()
+ getRAMState()
+ getSymbolLegend()
+ getLastSimulatedState()
- initializeRAM()
- parseTuringTape()
- compileTMToRAMProgram()