Node

-stateName : String

-options : ArrayList<Node>

-keys : ArrayList<String>

-chances : ArrayList<Double>

-endNode : boolean

+Node(st String, end boolean)

+setKeys(ks ArrayList String)

+setOptions(opt ArrayList Node)

+setChances(cha ArrayList Double)

+getChances(): ArrayList(Double)

+getEndNode() : boolean

+getStateName(): String

+returnStringNode(): Node

+returnNodeChance(): Node

+toString(): String

.

2..*

FiniteStateMachine

-sequence : String[]

-currentNode : Node

-nodes : ArrayList<Node>

+FiniteStateMachine(seq String[], cnd Node)

+getFinalNode(): String

+getNodes() : ArrayList<Node>