

## **Test Report**

### **construct()**

Checking: Whether creating an FSM works. (Should not return null)

Result (Success): Constructing an FSM does not cause null.

### **nodeConstructor()**

Checking: Creating a node with a label

Result (Success): A node is created with the desired label

### **addNode()**

Checking: Ability to add a node to the FSM

Result (Success): Adding a node to an empty FSM and not-empty FSM causes it to exist in the FSM.

### **setStart()**

Checking: Setting the start node in FSM

Result (Success): Before setting the start node, the start node is null (does not exist). Setting the start, makes the desired node the start node.

### **changeState()**

Checking: Changing the acceptability of a node

Result (Success): The default state of a node is false.

### **edgeConstructor()**

Checking: Creating an edge between nodes

Result (Success): The edge between two nodes is created with the desired label.

### **addEdge()**

Checking: Ability to add edge to the FSM.

Result (Success): Adding a node to causes it to exist with a label.

### **setNodeLabel()**

Checking: Changing the label of a node

Result (Success): Setting the label of a node to something else causes the label to change to the current one.

### **setEdgeLabel()**

Checking: Changing the label of an edge.

Result (Success): Setting the label of an edge to something else causes the label to change to the current one.

### **getMachine()**

Checking: The FSM machine stores the information (nodes and edges) correctly.

Result (Success): The machine shows edges and nodes accurately.