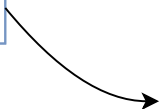
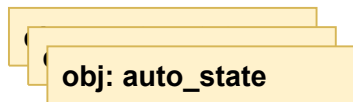


class automata
state_table : vector<auto_state>
alphabet : int
initial_states : vector<int>
final_states : vector<int>
dict : auto_dictionary



class auto_dictionary
- name_to_index_state : un_map<string : uint>
- index_to_name_state : vector<string>
- name_to_index_alpha : un_map<string : uint>
- index_to_name_alpha : vector<string>