

```

graph LR
    start((start)) -- "[a-zA-Z0-9]" --> l_end(((l/end)))
    start -- "ESC" --> s1(( ))
    s1 -- "l" --> s2(( ))
    s2 -- "l" --> m_end(((m/end)))
    s2 -- "[0-9]*" --> s3(( ))
    s3 -- "i" --> s4(( ))
    s4 -- "[0-9]*" --> s5(( ))
    s5 -- "f" --> f_end(((f/end)))
  
```

The big white box above is the FSM designer. Here's how to use it:

- **Add a state:** double-click on the canvas
- **Add an arrow:** shift-drag on the canvas
- **Move something:** drag it around
- **Delete something:** click it and press the delete key (not the backspace key)
- **Make accept state:** double-click on an existing state
- **Type numeric subscript:** put an underscore before the number (like "5_0")
- **True greek letter:** put a backslash before it (like "\alpha")