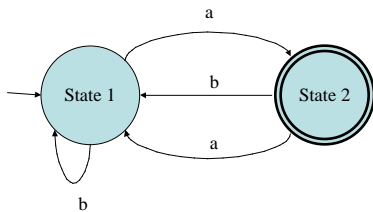


A sample FSM



Class FSM

```
public class FSM {
    State state;
    public FSM(State s) {
        state = s;
    }
    public void move(char c) {
        state = state.move(c);
    }
    public boolean accept() {
        return state.accept();
    }
}
```

Interface State

```
public interface State {
    State move(char c);
    boolean accept();
}
```

Class State1

```
class State1 implements State {
    public State move(char c) {
        switch(c) {
            case 'a':
                return State2.instance;
            case 'b':
                return State1.instance;
        }
    }
    public boolean accept() {
        return false;
    }
    static State1 instance = new State1();
    private State1() {}
}
```

Class State2

```
class State2 implements State {
    public State move(char c) {
        return State1.instance;
    }
    public boolean accept() {
        return true;
    }
    static State2 instance = new State2();
    private State2() {}
}
```