

#esercizio sull'automa

```
class fsmr ():
    curState = 0
    def __init__(self, S0): #costruttore
        self.curState = S0
    def transition (self, input):
        if (self.curState == 0):
            if (input == 1):
                self.curState = 0
            elif (input == 0):
                self.curState = 1
        if (self.curState == 1):
            if (input == 1):
                self.curState = 2
            elif (input == 0):
                self.curState = 1
        if (self.curState == 2):
            if (input == 1):
                self.curState = 0
            elif (input == 0):
                self.curState = 3
        if (self.curState == 3):
            if (input == 1):
                self.curState = 0
            elif (input == 0):
                self.curState = 1

    def getOutput (self):
        if self.curState == 3:
            return True
        else:
            return False

Gio = fsmr (0)
com = None
while (com != "X"):
    print "Inserisci 0 o 1"
    print "X per uscire"
    com = int(raw_input())
    Gio.transition (com)
    print "Stato: " + str (Gio.curState)
    print "Output: " + str (Gio.getOutput())
```