

Dieses Material wurde entnommen aus:

<https://classic.csunplugged.org/activities/finite-state-automata/>

Bitte prüfen sie diese Website ggf auf Updates.

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Spielplan Treasure Island



Shipwreck Bay



Dead Man's Island



Treasure Island



Pirates' Island



Mutineers' Island



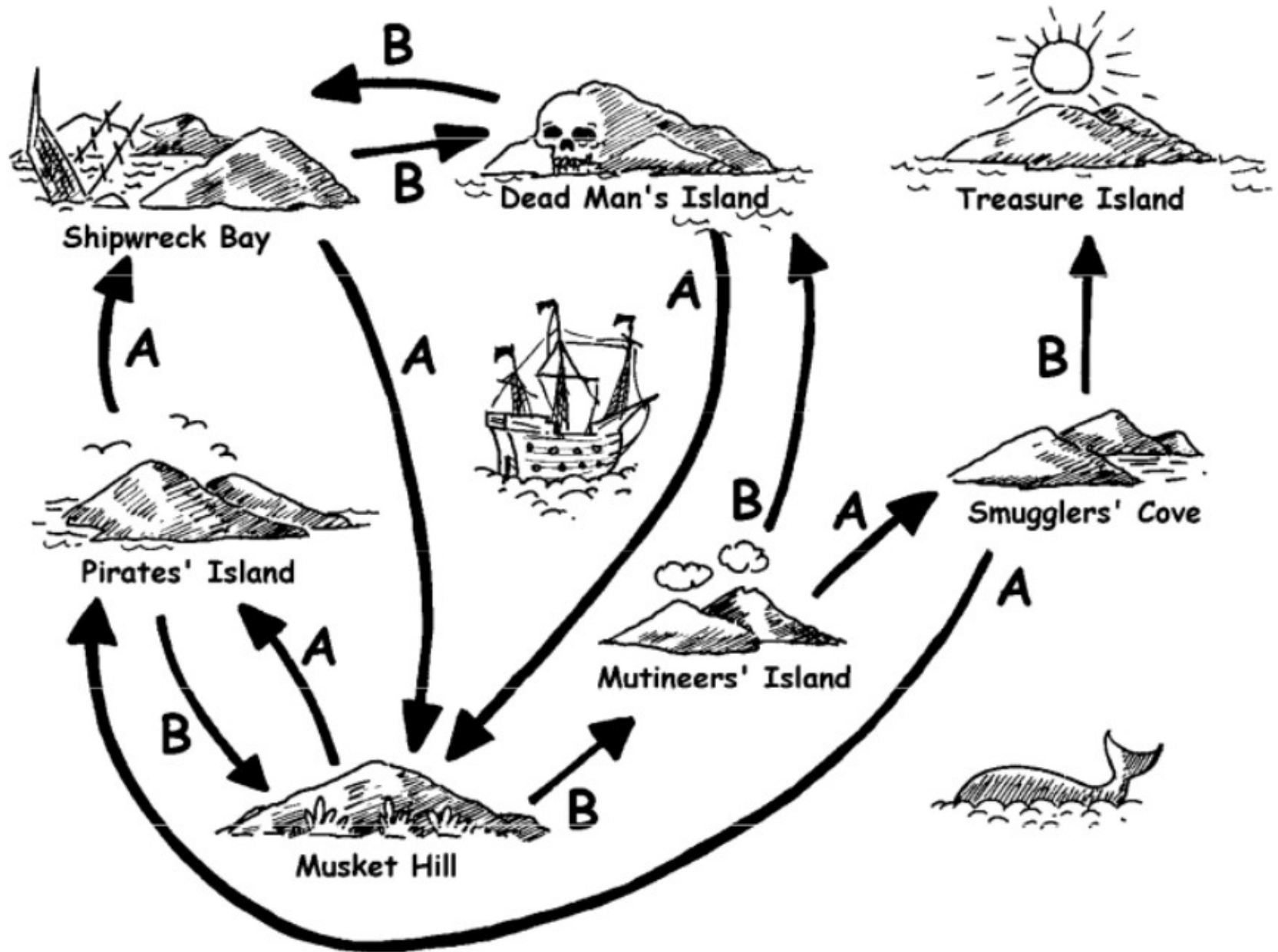
Smugglers' Cove



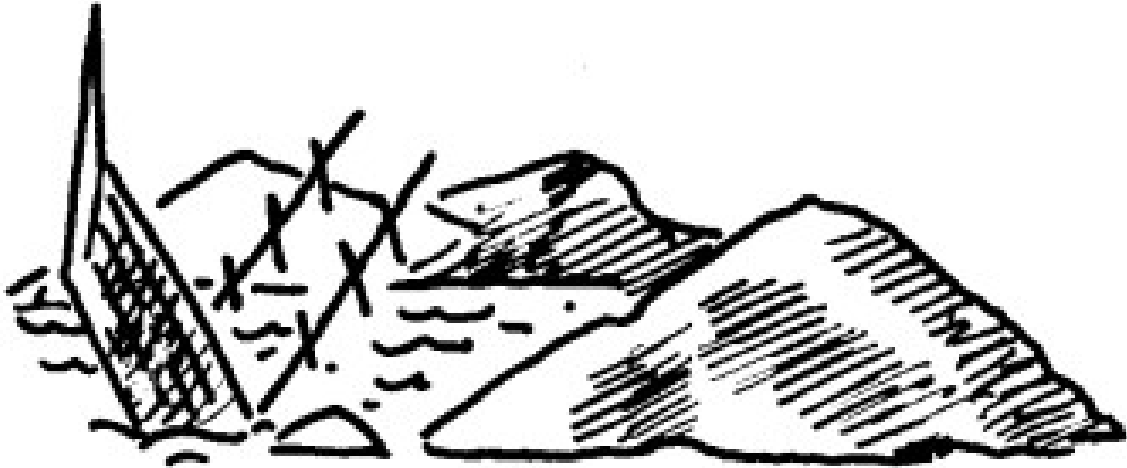
Musket Hill



Lösung Treasure Island



A



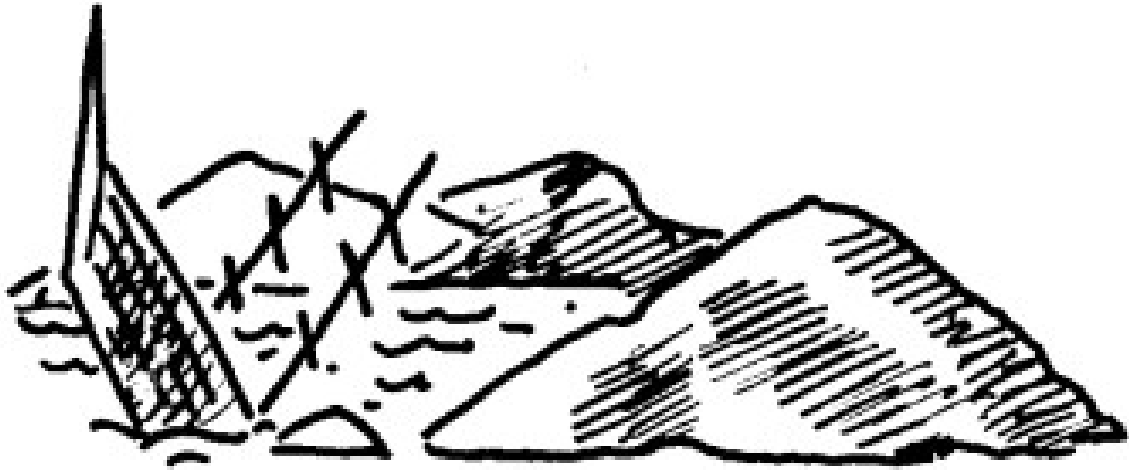
Shipwreck Bay

A →



Musket Hill

B



Shipwreck Bay

B →



A



Pirates' Island

A →



Shipwreck Bay

B



Pirates' Island

B →



Musket Hill

A



A →

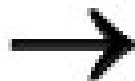


Musket Hill

B



B



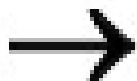
Shipwreck Bay

A



Musket Hill

A



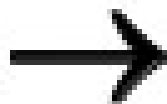
Pirates' Island

B



Musket Hill

B



Mutineers' Island

A



Smugglers' Cove

A →



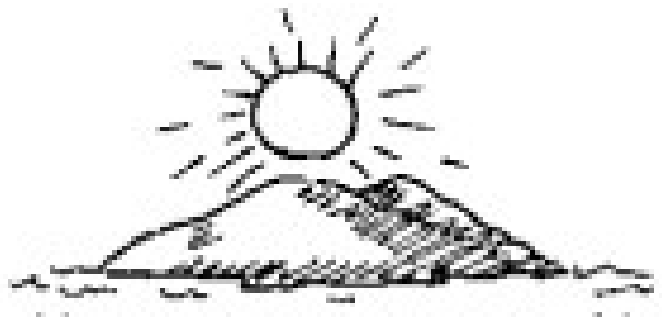
Pirates' Island

B



Smugglers' Cove

B



Treasure Island

A



Mutineers' Island

A →



Smugglers' Cove

B



Mutineers' Island

B



Dead Man's Island

A



Congratulations!

