

```
}
```

```
protected void start(Engine engine, Object input) {
```

```
    state = RUNNING;
```

```
5    begin_node = newNode(start_node);
```

```
    if ( begin_node == null )
```

```
        fail(engine,"Start node not found");
```

```
    else {
```

```
        begin_node.setInput(input,previous_node);
```

```
10    engine.add(begin_node);
```

```
    }
```

```
}
```

```
void done(Engine engine, Node node) {
```

```
15    state = DONE;
```

```
    if ( graph != null ) {
```

```
        Node next = graph.newNode(next_node);
```

```
        if ( next == null ) {
```

```
            state = RUNNING;
```

```
20    node.nextArc(engine);
```

```
    }
```

```
    else {
```

```
        Object data = node.getData();
```

```
        next.setInput(data,node);
```

```
25    engine.add(next);
```

```
    }
```

```
}
```

```
}
```