

Exp. No: 4.

CHECKING WHETHER A STRING BELONGS TO A GRAMMAR

Aim:

To write a C program to check whether a string belongs to the grammar.

$S \rightarrow 0A1$

$A \rightarrow 0A1 \mid A1 \mid \epsilon$

Language defined by the grammar:
Set of all strings over $\Sigma = \{0, 1\}$ if the string starts with 0 and ends with 1.

Algorithm:

1. Get the input string from the user.
2. Find the length of the string.
3. Check whether all the symbols in the input are either 0 or 1. If so, print "string is valid" and go to step 4. Otherwise print "string not valid" & exit the program.
4. If the first symbol is 0 & the last symbol is 1, print "string accepted" otherwise, print "string not accepted".

Program:

```
#include <stdio.h>
```

```
#include <string.h>
```

```
int main() {
```

```
char s[100];
```

```
int i, flag;
```

```
int l;
```

```
printf("enter the string to check:");
```

```
scanf("%s", s);
```

```
l = strlen(s);
```

```
flag = 1;
```

```
for(i=0; i<l; i++)
```

```
{ if (s[i] != '0' && s[i] != '1')
```

```
{
```

```
flag = 0;
```

```
}
```

```
} if (flag != 1)
```

```
printf("string is not valid\n");
```

```
if (flag == 1)
```

```
{ if (s[0] == '0' && s[l-1] == '1')
```

```
printf("string is accepted\n");
```

```
else
```

```
printf("string is not accepted\n");
```

```
}
```

```
}
```

Out Put:

enter a string to check: 010101101
string is accepted

enter the string to check: 011101010110
string is not accepted

enter a string to check: abbbababa
string is not valid.