Github repo:

Documentation

FiniteAutomaton

Details: this class helps us read a finite automaton's information from a file (states, alphabet, transitions, initial state and the final states) and also, for a deterministic finite automaton, it can be used to check if a sequence is accepted by the finite automaton.

Methods:
- PrintStates(): it prints the set of states
- PrintAlphabet(): it prints the alphabet
- PrintTransitions(): it prints all the transitions between states
- PrintInitialState(): it prints the initial state
- PrintFinalStates(): it prints the set of final states
- IsWordValid(word: string): given a sequence, it checks if it is accepted by the finite automaton. From the sequence, it goes character by character, starting from the initial state and checking if there is a transition to other state using as symbol the current character. If we cannot find a transition matching the current character, the sequence is not valid. Otherwise, it updates the current state based on the found transition and at the end we check that the current state is a final one, in which case our sequence is valid, otherwise it is not.
- PrintListOfStrings(name: string, list: List<string>): function used to print a list of strings in a nice format
- InitFromFile(): it reads the information about the finite automaton from the file and initialise the necessary fileIds
- GetLineRightHandSide(line: string): function used in the InitFromFile(). When reading a line, we need to take the right hand side of the equal to initialise our fields

Transition

Details: this class is used to represent a transition, having 3 fields: FromState, ToState and the Symbol.

Menu

Details: this class is used to create a menu for the user to interact with. After reading a finite automaton, the user can print the states, alphabet, transitions, initial state, final states and can input a word and check if it is accepted by the automaton as a valid sequence.