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E-NFA to DFA

//Code//

#include <stdio.h>

#include <stdlib.h>

#include <string.h>

#define MAX\_LEN 100

char NFA\_FILE[MAX\_LEN];

char buffer[MAX\_LEN];

int zz = 0;

struct DFA {

char \*states;

int count;

} dfa;

int last\_index = 0;

FILE \*fp;

int symbols;

void reset(int ar[], int size) {

int i;

for (i = 0; i < size; i++) {

ar[i] = 0;

}

}

void check(int ar[], char S[]) {

int i, j;

int len = strlen(S);

for (i = 0; i < len; i++) {

j = ((int)(S[i]) - 65);

ar[j]++;

}

}

void state(int ar[], int size, char S[]) {

int j, k = 0;

for (j = 0; j < size; j++) {

if (ar[j] != 0)

S[k++] = (char)(65 + j);

}

S[k] = '\0';

}

int closure(int ar[], int size) {

int i;

// for (i = 0; i < size; i++) {

if (ar[i] == 1)

return i;

}

return (100);

}

int indexing(struct DFA \*dfa) {

int i;

for (i = 0; i < last\_index; i++) {

if (dfa[i].count == 0)

return 1;

}

return -1;

}

void Display\_closure(int states, int closure\_ar[],

char \*closure\_table[],

char \*NFA\_TABLE[][symbols + 1],

char \*DFA\_TABLE[][symbols]) {

int i;

for (i = 0; i < states; i++) {

reset(closure\_ar, states);

closure\_ar[i] = 2;

if (strcmp(&NFA\_TABLE[i][symbols], "-") != 0) {

// copy the NFA transition state to buffer

strcpy(buffer, &NFA\_TABLE[i][symbols]);

check(closure\_ar, buffer);

int z = closure(closure\_ar, states);

while (z != 100)

{

if (strcmp(&NFA\_TABLE[z][symbols], "-") != 0) {

strcpy(buffer, &NFA\_TABLE[z][symbols]);

check(closure\_ar, buffer);

}

closure\_ar[z]++;

z = closure(closure\_ar, states);

}

}

printf("\n e-Closure (%c) :\t", (char)(65 + i));

bzero((void \*)buffer, MAX\_LEN);

state(closure\_ar, states, buffer);

strcpy(&closure\_table[i], buffer);

printf("%s\n", &closure\_table[i]);

}

}

int new\_states(struct DFA \*dfa, char S[]) {

int i;

for (i = 0; i < last\_index; i++) {

if (strcmp(&dfa[i].states, S) == 0)

return 0;

}

strcpy(&dfa[last\_index++].states, S);

dfa[last\_index - 1].count = 0;

return 1;

}

void trans(char S[], int M, char \*clsr\_t[], int st,

char \*NFT[][symbols + 1], char TB[]) {

int len = strlen(S);

int i, j, k, g;

int arr[st];

int sz;

reset(arr, st);

char temp[MAX\_LEN], temp2[MAX\_LEN];

char \*buff;

for (i = 0; i < len; i++) {

j = ((int)(S[i] - 65));

strcpy(temp, &NFT[j][M]);

if (strcmp(temp, "-") != 0) {

sz = strlen(temp);

g = 0;

while (g < sz) {

k = ((int)(temp[g] - 65));

strcpy(temp2, &clsr\_t[k]);

check(arr, temp2);

g++;

}

}

}

bzero((void \*)temp, MAX\_LEN);

state(arr, st, temp);

if (temp[0] != '\0') {

strcpy(TB, temp);

} else

strcpy(TB, "-");

}

/\* Display DFA transition state table\*/

void Display\_DFA(int last\_index, struct DFA \*dfa\_states,

char \*DFA\_TABLE[][symbols]) {

int i, j;

printf("\n\n\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\*\n\n");

printf("\t\t DFA TRANSITION STATE TABLE \t\t \n\n");

printf("\n STATES OF DFA :\t\t");

for (i = 1; i < last\_index; i++)

printf("%s, ", &dfa\_states[i].states);

printf("\n");

printf("\n GIVEN SYMBOLS FOR DFA: \t");

for (i = 0; i < symbols; i++)

printf("%d, ", i);

printf("\n\n");

printf("STATES\t");

for (i = 0; i < symbols; i++)

printf("|%d\t", i);

printf("\n");

printf("--------+-----------------------\n");

for (i = 0; i < zz; i++) {

printf("%s\t", &dfa\_states[i + 1].states);

for (j = 0; j < symbols; j++) {

printf("|%s \t", &DFA\_TABLE[i][j]);

}

printf("\n");

}

}

int main() {

int i, j, states;

char T\_buf[MAX\_LEN];

// creating an array dfa structures

struct DFA \*dfa\_states = malloc(MAX\_LEN \* (sizeof(dfa)));

states = 6, symbols = 2;

printf("\n STATES OF NFA :\t\t");

for (i = 0; i < states; i++)

printf("%c, ", (char)(65 + i));

printf("\n");

printf("\n GIVEN SYMBOLS FOR NFA: \t");

for (i = 0; i < symbols; i++)

printf("%d, ", i);

printf("eps");

printf("\n\n");

char \*NFA\_TABLE[states][symbols + 1];

char \*DFA\_TABLE[MAX\_LEN][symbols];

strcpy(&NFA\_TABLE[0][0], "FC");

strcpy(&NFA\_TABLE[0][1], "-");

strcpy(&NFA\_TABLE[0][2], "BF");

strcpy(&NFA\_TABLE[1][0], "-");

strcpy(&NFA\_TABLE[1][1], "C");

strcpy(&NFA\_TABLE[1][2], "-");

strcpy(&NFA\_TABLE[2][0], "-");

strcpy(&NFA\_TABLE[2][1], "-");

strcpy(&NFA\_TABLE[2][2], "D");

strcpy(&NFA\_TABLE[3][0], "E");

strcpy(&NFA\_TABLE[3][1], "A");

strcpy(&NFA\_TABLE[3][2], "-");

strcpy(&NFA\_TABLE[4][0], "A");

strcpy(&NFA\_TABLE[4][1], "-");

strcpy(&NFA\_TABLE[4][2], "BF");

strcpy(&NFA\_TABLE[5][0], "-");

strcpy(&NFA\_TABLE[5][1], "-");

strcpy(&NFA\_TABLE[5][2], "-");

printf("\n NFA STATE TRANSITION TABLE \n\n\n");

printf("STATES\t");

for (i = 0; i < symbols; i++)

printf("|%d\t", i);

printf("eps\n");

printf("--------+------------------------------------\n");

for (i = 0; i < states; i++) {

printf("%c\t", (char)(65 + i));

for (j = 0; j <= symbols; j++) {

printf("|%s \t", &NFA\_TABLE[i][j]);

}

printf("\n");

}

int closure\_ar[states];

char \*closure\_table[states];

Display\_closure(states, closure\_ar, closure\_table, NFA\_TABLE, DFA\_TABLE);

strcpy(&dfa\_states[last\_index++].states, "-");

dfa\_states[last\_index - 1].count = 1;

bzero((void \*)buffer, MAX\_LEN);

strcpy(buffer, &closure\_table[0]);

strcpy(&dfa\_states[last\_index++].states, buffer);

int Sm = 1, ind = 1;

int start\_index = 1;

while (ind != -1) {

dfa\_states[start\_index].count = 1;

Sm = 0;

for (i = 0; i < symbols; i++) {

trans(buffer, i, closure\_table, states, NFA\_TABLE, T\_buf);

// storing the new DFA state in buffer

strcpy(&DFA\_TABLE[zz][i], T\_buf);

Sm = Sm + new\_states(dfa\_states, T\_buf);

}

ind = indexing(dfa\_states);

if (ind != -1)

strcpy(buffer, &dfa\_states[++start\_index].states);

zz++;

}

// display the DFA TABLE

Display\_DFA(last\_index, dfa\_states, DFA\_TABLE);

return 0;

}

//Output//

