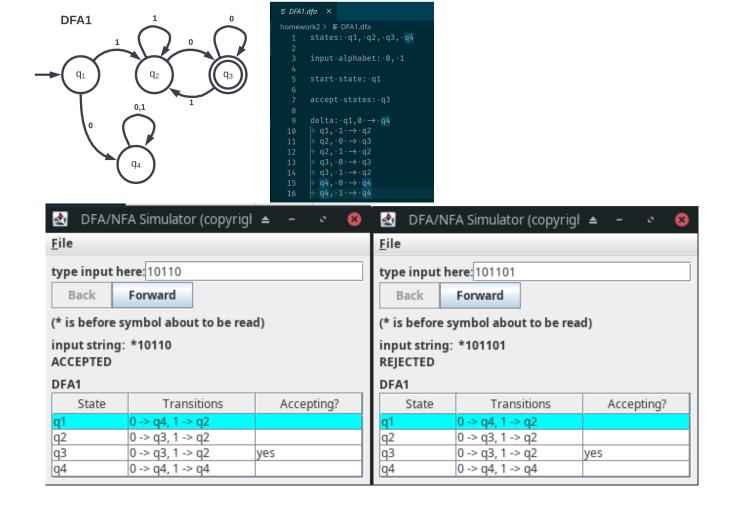
Homework2

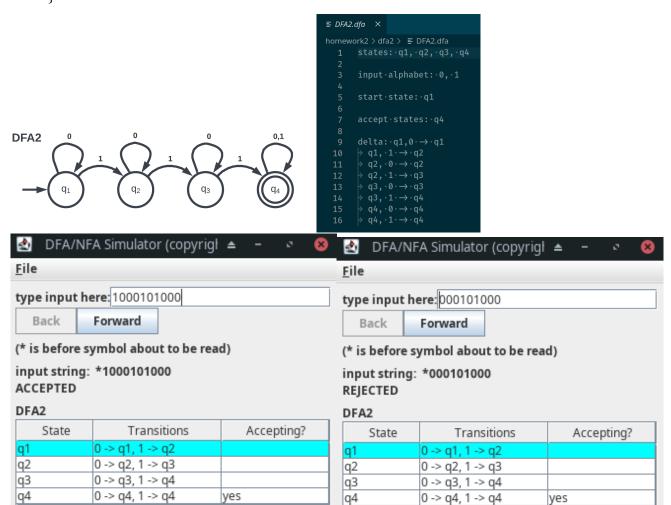
Antonio Zea Jr

September 28, 2022

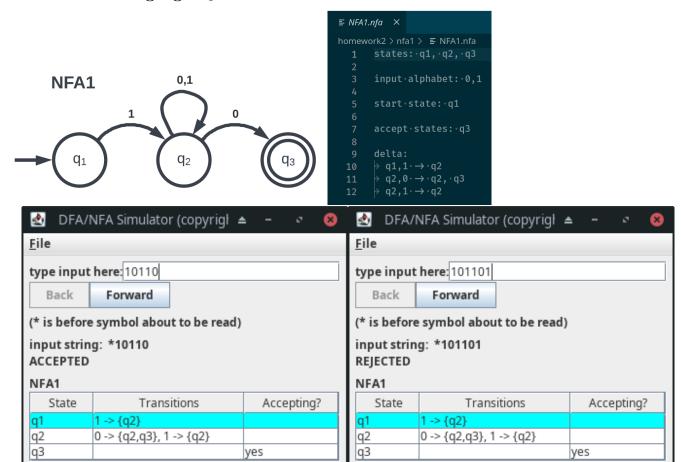
- Design the following finite automata (DFA denotes deterministic and NFA nondeterministic). For each one, draw the state diagram, implement it for the FASimulator and show its output (copy of the simulator window) for two inputs, one ACCEPTED and one REJECTED
- 1.1 DFA1 that recognizes the language $A_1 = \{w | w \in \{0, 1\}^*, w \text{ begins with a 1 and end with a 0}\}$



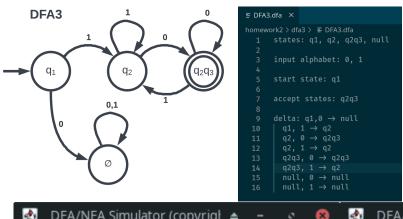
1.2 DFA2 that recognizes the language $A_2 = \{w | w \in \{0,1\}^*, w \text{ contains at least three } 1s\}$

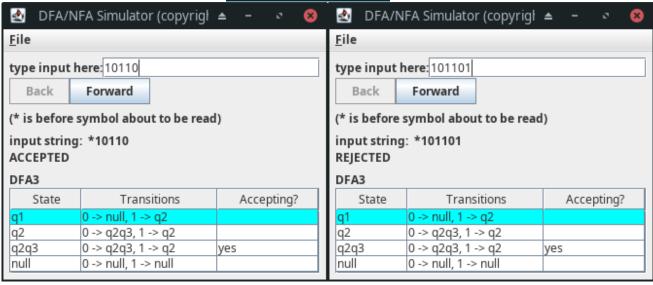


1.3 NFA1 for language A_1 with three states

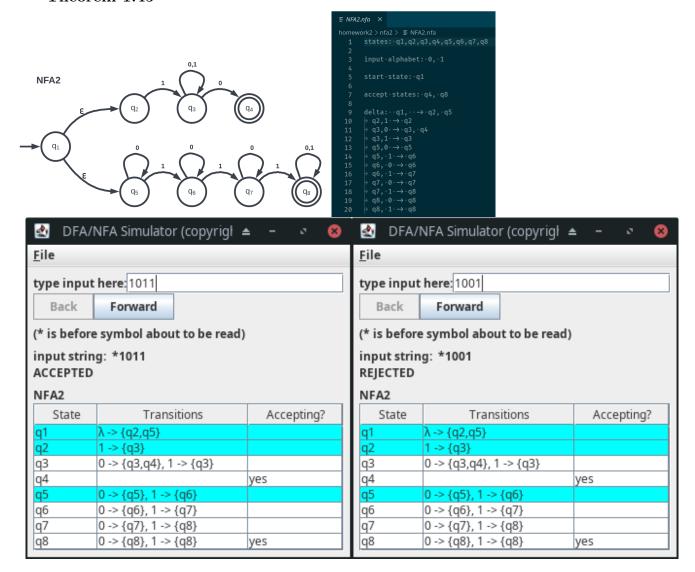


1.4 DFA3 converred from NFA1 usig the proof of Theorem 1.39





1.5 NFA2 that recognizes the language $A_1 \cup A_2$. Use the construction in the proof of Theorem 1.45



Write a program in Java (using the Pattern class) for matching regular expressions and strings from the language they describe. The program should print the regex, the string and the result of matching them (true/false). Create the regular expressions describing the languages A_1 and A_2 (from Question 1) and for each one show one string that belongs to the language (matches the regex) and one that does not. Include the source code of the program in your report.

homework2]\$ /usr/bin/env /usr/lib/jvm/java-11-openjdk/bin/java -cp .config/Code/User/workspaceStorage/9daf92c87b881617d3daa6194e979cc2/redhat.java /jdt ws/cs483 2a10daac/bin homework2 Regex pattern: 1[10]*0 Test string: 1111110 Match: true Regex pattern: 1[10]*0 Test string: 10000001 Match: false Regex pattern: [0]*1[0]*1[0]*1[01]* Test string: 101000010 Match: true [0]*1[0]*1[0]*1[01]* Regex pattern: Test string: 1000001 Match: false

Convert the regular expression $1(1 \cup 0)^*0$ to an NFA using the proof of Lemma 1.55. Show the state diagram, implement it for the FASimulator and show its output (copy of the simulator window) for two inputs - one ACCEPTED and one REJECTED. Note that this NFA recognizes the same language as DFA1, NFA1, and DFA3, but it is designed differently.

