

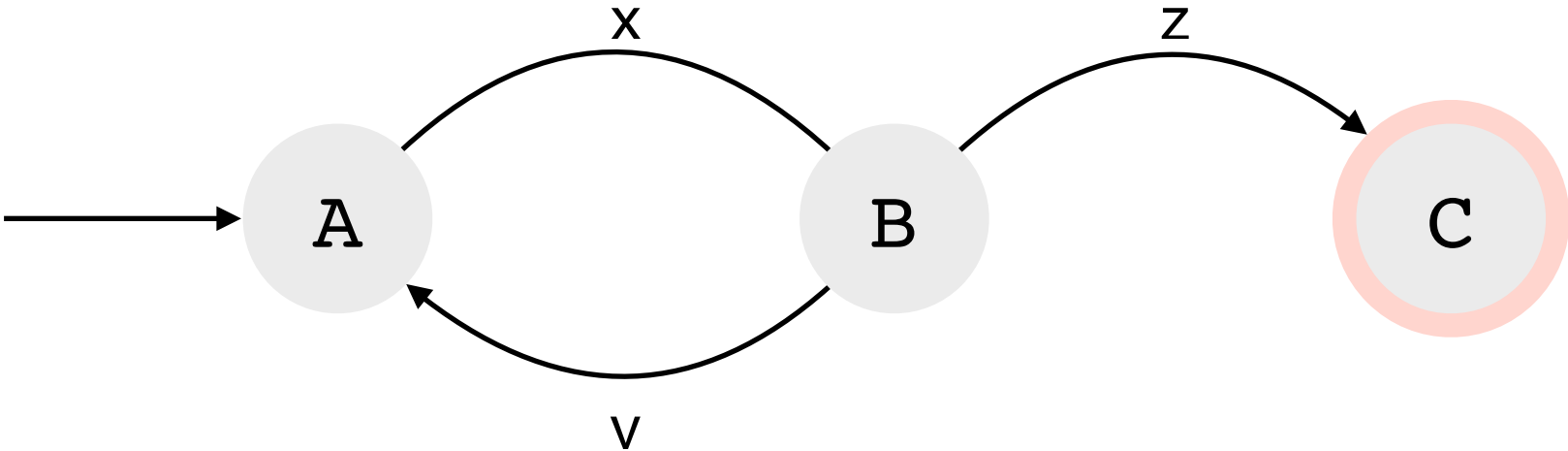


**FSM**

online beginning state

one ore more  
**accepting** states

transitions





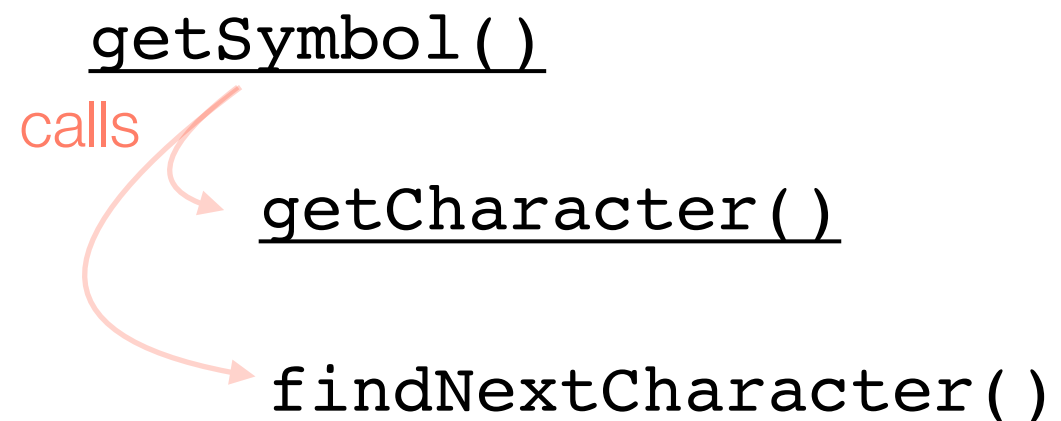






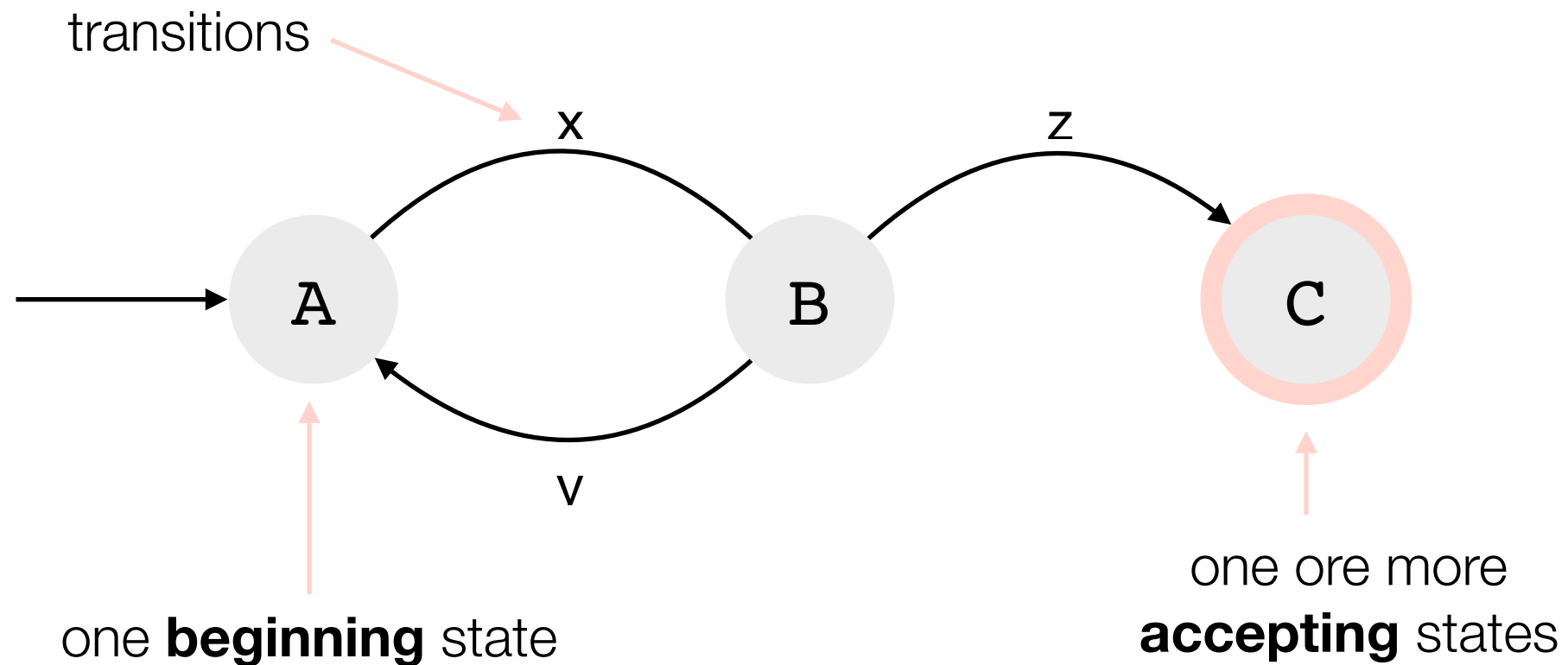
- Transitions describe how to get from one state to another.
- E.x. When in state B the condition  $z$  (may be "reading  $z$ ") is true, a move to state C happens.

# The Scanner



- The heart of the scanner is the procedure getSymbol(), which finds the next valid symbol in a sequence of characters and stores it in a global variable (`symbol`).
- It internally uses two procedures getCharacter() and findNextCharacter().
- getCharacter() simply reads the next character of the input stream and stores it into a global variable (`character`).
- findNextCharacter() is the implementation of whitespace.

# FSM



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