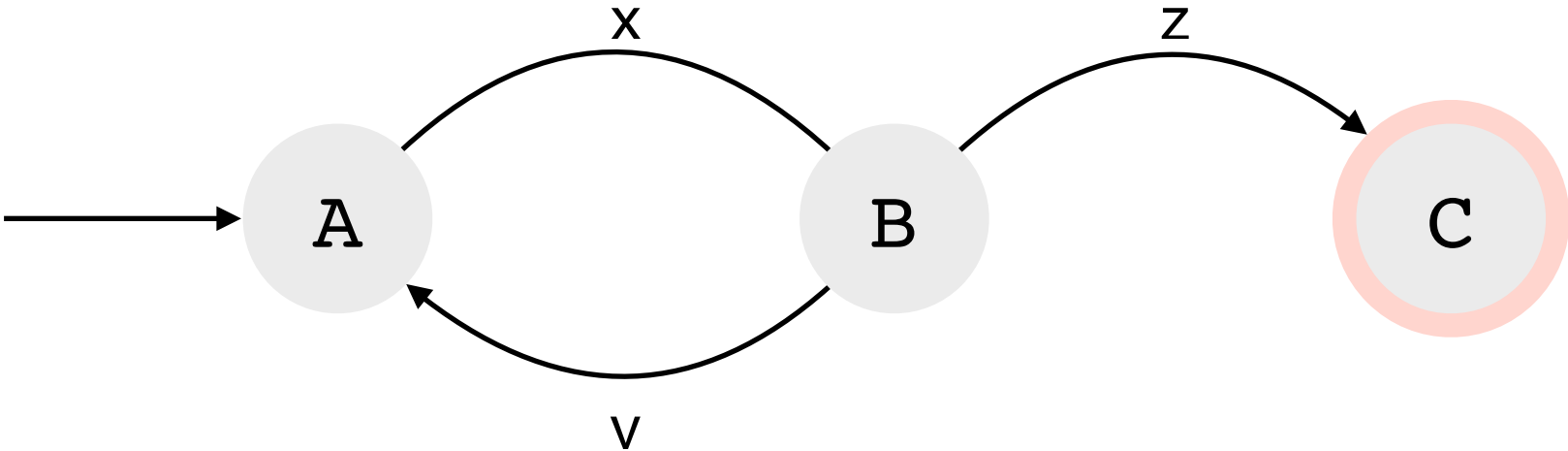


FSM

online beginning state

one ore more
accepting states

transitions

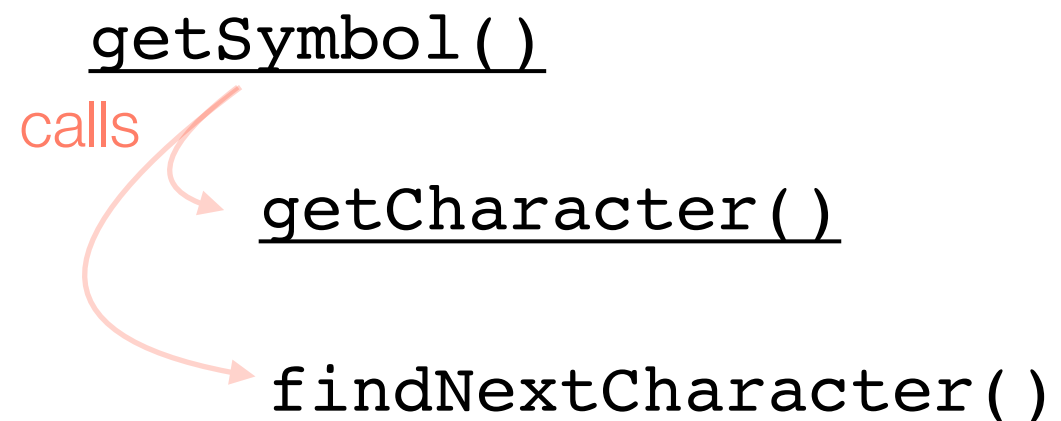






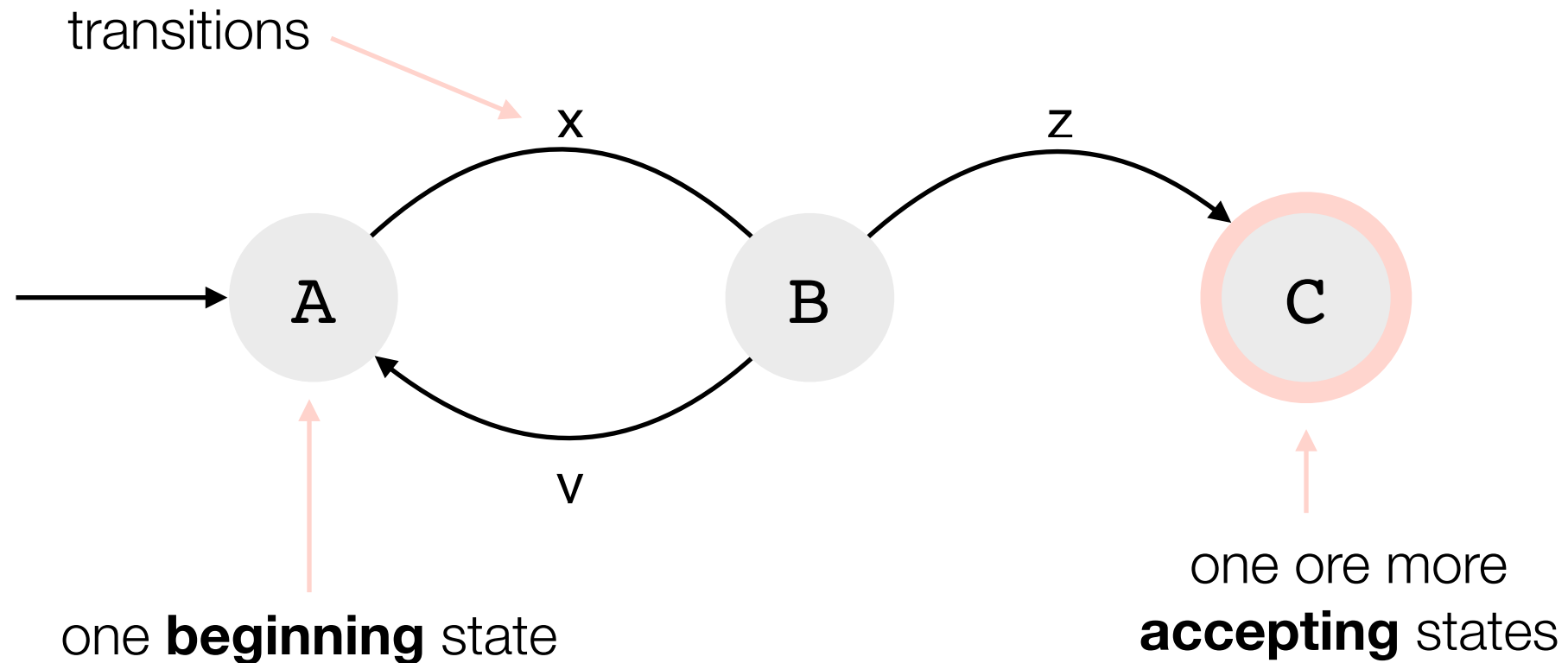
- Transitions describe how to get from one state to another.
- E.x. When in state B the condition z (may be "reading z ") is true, a move to state C happens.

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



- 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.