Actividad 3.1 Practicando los lenguajes regulares

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4.- X={aa,bb} Y={lambda, b, ab}

1. XY = aa, bb, aab, bbb, aaab, bbab
2. 8
3. b, ab, bb, bab, abb, bbb,
4. aa, bb, aab, bbb, aaab, bbab, aaaa, bbbb

14.- a\*b\*c\*

15.- aa\*bb\*cc\*

Fuente: T.A. Sudkamp. Languages and Machines: An Introduction to the Theory of Computer Science. Pearson, 3rd Edition (2005), pp. 59‐61.