

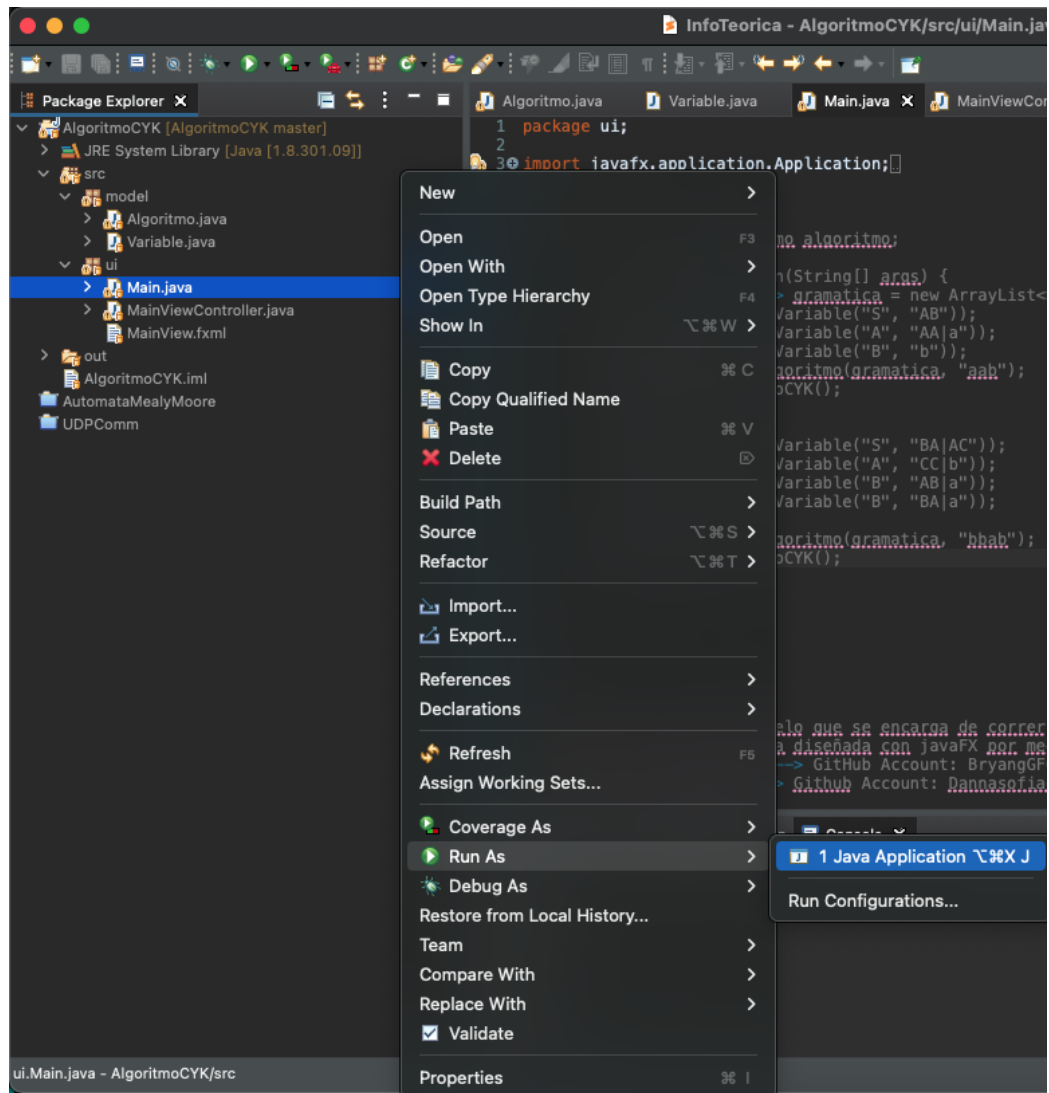
Universidad ICESI

Facultad De Ingeniería
Curso – Informática Teórica

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Instrucciones uso proyecto AlgoritmoCYK

1. Ejecutamos el programa desde el IDE de preferencia y ejecutamos la clase Main como se observa a continuación.



2. Al ejecutar se abrirá la siguiente ventana con el programa.

The image shows a graphical user interface for a program titled "Algoritmo CYK". The window has a dark title bar with standard macOS window controls (red, yellow, green buttons) on the left. Below the title bar, the text "Algoritmo CYK" is displayed in a large, stylized font. The main area of the window is a large, empty light gray rectangle, which serves as a workspace for the algorithm. To the right of this workspace is a vertical scrollbar. At the top of the workspace, there is a label "Ingrese la cantidad de variables" followed by a text input field and a button labeled "Definir cantidad". At the bottom center of the workspace, there is a button labeled "Definir GIC en FNC".

Algoritmo CYK

Ingrese la cantidad de variables Definir cantidad

Definir GIC en FNC

3. Ingresamos la cantidad de variables con las que vamos a trabajar y definimos la variable y lo que esta produce.

The screenshot shows a web application titled "Algoritmo CYK". At the top, there is a header with the title. Below the header, there is a section labeled "Ingrese la cantidad de variables" with a text input field containing the number "3" and a button labeled "Definir cantidad". Below this section, there is a large text area containing three rows of input fields. Each row has a small box on the left containing a variable name, followed by the text "produce a", and then a larger text input field for the production rule. The first row has "S" in the box and "AB" in the input field. The second row has "A" in the box and "AA|a" in the input field. The third row has "B" in the box and "b" in the input field. At the bottom of the application, there is a button labeled "Definir GIC en FNC".

Algoritmo CYK

Ingrese la cantidad de variables Definir cantidad

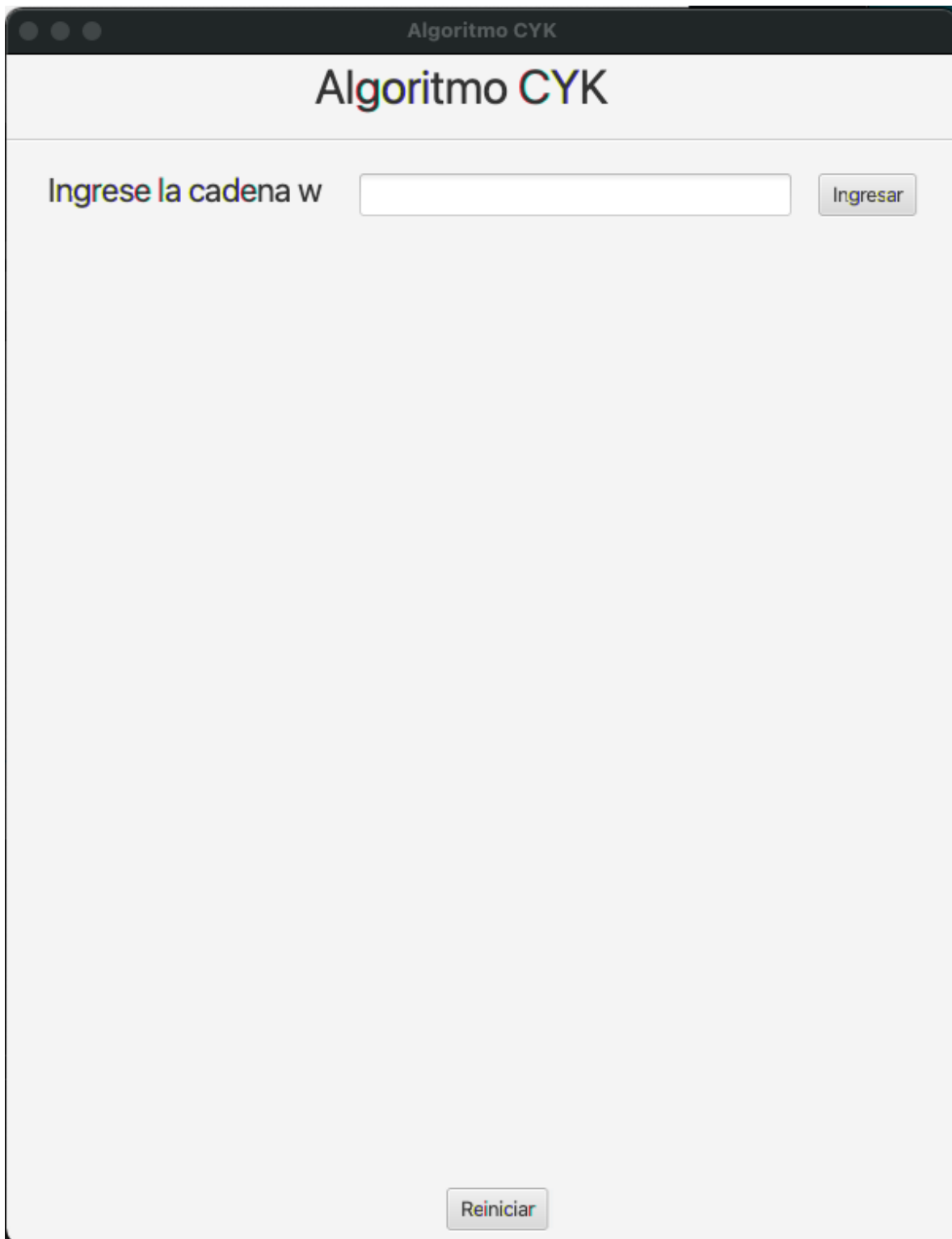
S produce a

A produce a

B produce a

Definir GIC en FNC

4. Damos click en el botón “Definir GIC en FCN”. Debe aparecer la siguiente ventana.



The image shows a window titled "Algoritmo CYK". The window has a dark title bar with three window control buttons (minimize, maximize, close) on the left. The main content area is light gray. At the top, the title "Algoritmo CYK" is displayed in a large, bold, black font. Below the title, there is a text input field with the placeholder text "Ingrese la cadena w". To the right of the input field is a button labeled "Ingresar". At the bottom center of the window is a button labeled "Reiniciar".

Algoritmo CYK

Ingrese la cadena w

Ingresar

Reiniciar

5. Ingresamos una cadena de prueba para saber si pertenece a la gramática.

Algoritmo CYK

Algoritmo CYK

Ingrese la cadena w

Ingresar

A

A

S

A

S

B

El lenguaje si pertenece a la gramática

Reiniciar

6. Finalmente, puedes dar click en el botón “Reiniciar” para ingresar una nueva gramática y probar con distintos lenguajes.