

Observation Notes

- ① Aim: write a C program for DFA for the given language representing strings that start with 'a' and end with 'a'.

Program:

```
#include <stdio.h>
#include <string.h>
main()
{
    char s[10]; A = 'a';
    int c = 0, n;
    printf("Enter the string: ");
    scanf("%s", s);
    n = strlen(s);
    for (int i = 0; i < n; i++)
    {
        if (s[i] == 'a' || s[i] == 'b')
        {
            c = 0;
        }
        else
        {
            c = 1;
        }
        printf("INVALID");
        break;
    }
}
```

if (n == 1)

{

if (S[0] == 'a' && S[n-1] == 'a')

{

printf("The string was accepted");

}

else

{

printf("NOT DFA");

}

}

}

output:

Enter the string: aaaaabbaa

The string was accepted.

②

Aim: write a C-program for DFA for the given language representing strings that starts with 0 and end with 1.

Program:

#include <stdio.h>

#include <string.h>

#define MAX 100

int main

{

char str[MAX], f = 'a';

int i;

printf("Enter the string to be checked:");

```
scanf ("%s", str);
```

```
int length = strlen(str);
```

```
if (str[0] == '0' && str[length-1] == '1')
```

```
{  
    printf ("Accepted");
```

```
}
```

```
else
```

```
{
```

```
    printf ("Rejected");
```

```
    return 0;
```

```
}
```

```
}
```

output:

Enter the string to be checked : 00011

Accepted.

- ③ Aim: write a C-program to check whether a given string belongs to the language defined by a CFG

$S \rightarrow 0A1 \quad A \rightarrow 0A|1A|\epsilon$

Program:

```
#include <stdio.h>
```

```
#include <string.h>
```

```
int main()
```

```
{
```

```
    char s[100];
```

```
    int i, flag;
```

```
    int &
```

Print f("Enter a string to check");

scanf("%s", s);

is_valid(s);

flag = 1;

for (i = 0; i < l; i++)

{

if (s[i] != '0' && s[i] != '1')

{

flag = 0;

}

}

if (flag != 1)

printf("string is not valid\n");

if (flag == 1)

~~printf("string is not valid\n");~~

{

if (s[0] == '0' & s[l-1] == '1')

printf("string is accepted");

else

printf("string is not accepted\n");

}

}

output :

Enter a string to check : 001

string is accepted.

① Aim: write a C-program to check whether a given string belongs to the language defined by a CFG $S \rightarrow OSO \mid S \mid OSO \mid S$

Program:

```
#include <stdio.h>
#include <string.h>
#define max 100
int main ()
{
    char str[max], f = 'a';
    int i;
    printf ("Enter the string to be checked:");
    scanf ("%s", str);
    int length = strlen(str);
    if (str[0] == str[length-1] && str[i] == str[
        length-2])
    {
        printf ("Accepted");
    }
    else
    {
        printf ("Rejected");
    }
    return 0;
}
```

output:

Enter the string to be checked. 00000
Accepted.

⑤ Aim: write a C program to check whether a given string belongs to the language defined by CFG $S \rightarrow OSO/A \quad A \rightarrow |A| \epsilon$

Program:

```
#include <stdio.h>
```

```
#include <string.h>
```

```
int main()
```

```
{
```

```
char s[100];
```

```
int i, flag, flag1, a, b;
```

```
int l, Count1, Count2;
```

```
printf("Enter a string to check:");
```

```
scanf("%s", s);
```

```
l = strlen(s);
```

```
flag = 1;
```

```
for (i = 0; i < l; i++)
```

```
{
```

```
if (s[i] != 'O' && s[i] != 'A')
```

```
{
```

```
flag = 0;
```

```
}
```

```
}
```

```
if (flag != 1)
```

```
printf("String is not valid\n");
```

```
if (flag == 1)
```

```
{
```

```
i = 0, Count1 = 0;
```

```
while (s[i] != '\0')
```



```

{
    Count 1 ← 0;
    i ← 0;
}
while (S[i] ≠ '1')
{
    i ← i + 1;
}
flag ← 1;
Count 2 ← 0;
while (i < 1)
{
    if (S[i] = '0')
    {
        Count 2 ← i;
    }
    else
    {
        flag ← 0;
    }
    i ← i + 1;
}
if (flag = 1)
{
    if (Count 1 = Count 2)
    {
        printf("The string satisfies the condition on  $m \cdot n \setminus n$ ");
        printf("string accepted");
    }
    else
    {
        printf("The string does not satisfy the condition on  $m \cdot n \setminus n$ ");
    }
}

```

printf("string not accepted");

```
}  
}  
}  
}
```

output:

Enter a string to check: 00001111

The string does not satisfy the condition of:
string not accepted.

- ⑥ Aim: write a C-program to check whether a given string belongs to the language defined by a CFG $S \rightarrow 0S1 \mid \epsilon$

Program:

```
#include <stdio.h>
```

```
#include <string.h>
```

```
int main()
```

```
{
```

```
char S[100];
```

```
int i, flag, flag1, a, b;
```

```
int l, Count1, Count2;
```

```
printf("Enter a string to check:");
```

```
scanf("%s", S);
```

```
l = strlen(S);
```

```
flag = 1;
```

```
for (i = 0; i < l; i++)
```

```
{
```

```
if (S[i] == '0' && S[i+1] == '1')
```

```
}
```


flag = 0;

{

{

if (flag == 1)

{

while (s[i] == '0')

{

Count 1++;

i++;

}

while (s[i] == '1')

{

i++;

}

flag = 1;

Count 2 = 0;

while (i < 0)

{

if (s[i] == '0')

{

Count 2++;

}

else

{

flag = 0;

}

}

i++;

}

}

}

if (Count 1 == Count 2)

{

printf("The string satisfies the condition");

```
printf("string accepted");
```

```
}
```

```
else
```

```
{
```

```
printf("The string doesnot satisfies the  
Condition")
```

```
printf("not accepted");
```

```
}
```

```
}
```

```
}
```

output :-

Enter a string to check : 000

The string doesnot satisfy the Condition.

④ Aim: write a c-program to check whether given string belongs to the language defined by a CFG $S \rightarrow A^0A$, $A \rightarrow 0A|A0$

Program:

```
#include <stdio.h>
```

```
#include <string.h>
```

```
int main()
```

```
{
```

```
char S[100];
```

```
int i, flag, flag1;
```

```
int l;
```

```
printf("Enter a string to check");
```

```
scanf("%s", S);
```

```
l = strlen(S);
```

```
l = strlen(S);
```

```

flag = 1;
for (i = 0; i < l; i++)
{
    if (S[i] == '0' && S[i+1] == '1')
    {
        flag = 0;
    }
}

```

```

if (flag == 1)
    printf("string is valid\n");

```

```

else
    printf("string is not valid\n");

```

```

if (flag == 1)

```

```

{
    flag = 0;

```

```

    for (i = 0; i < l-2; i++)

```

```

    {
        if (S[i] == '1')

```

```

        {
            if (S[i+1] == '0' && S[i+2] == '1')

```

```

            {

```

```

                flag = 1;

```

```

            }
        }
    }
    printf("substring 101 does not exist. string not accepted\n");
}
}

```

output: Enter a string to check: 11111
 string is valid
 substring 101 does not exist

- ⑧ Prm: write a C-program to simulate a NF, the given language representing strings that start with b and end with a.

Program:

```
#include <stdio.h>
```

```
#include <string.h>
```

```
int main()
```

```
{
```

```
char s[10], B = 'b', A = 'a';
```

```
int n, c = 0;
```

```
printf("Enter the string:");
```

```
scanf("%s", s);
```

```
n = strlen(s);
```

```
for (int i = 0; i < n; i++)
```

```
{
```

```
if (s[i] == 'b' || s[i] == 'a')
```

```
{
```

```
c++;
```

```
}
```

```
else
```

```
{
```

```
c = 1;
```

```
printf("Invalid");
```

```
break;
```

```
}
```

```
}
```

```
if (c == 0)
```

```
{
```

```
if (s[0] == B && s[n-1] == A)
```

```
{
```

```
printf("The string was accepted");
```

```
}
```

```

else
{
    printf("not DFA");
}
}
}
}

```

output: Enter the string: 100
Invalid.

- Q. APM: write a C program to simulate a NFA for the given language representing strings that start with 0 & end with 1.

Program:

```

#include <stdio.h>
#include <string.h>
int main()
{
    char S[10], B='0', A='1';
    int n, C=0;
    printf("Enter the string:");
    scanf("%s", S);
    n = strlen(S);
    for (int i=0; i<n; i++)
    {
        if (S[i] == '0' || S[i] == '1')
        {
            C=0;
        }
        else
        {
            C=1;
        }
    }
}

```



```
printf("Invalid");
```

```
break;
```

```
}  
}
```

```
if (i == 0)
```

```
{  
    if (s[0] == B && s[n-1] == A)
```

```
{
```

```
    printf("The string was accepted");
```

```
...  
else
```

```
{
```

```
    printf("Not NFA");
```

```
}
```

```
}
```

```
}
```

output:

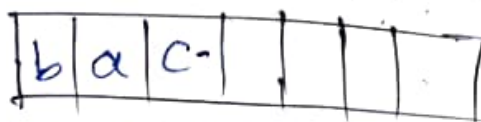
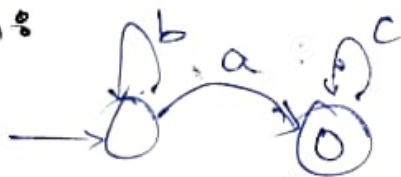
Enter the string = ||||

not NFA.

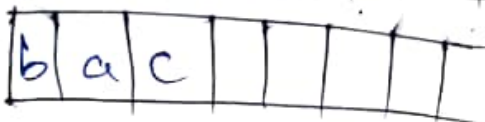
(12)

Aim: To design a DFA for input string 'a', 'b' and 'bac' using simulator.

Diagram:



→ input



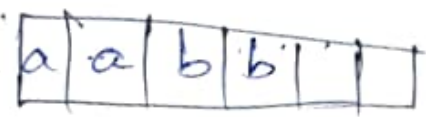
→ output

13. Q3. Aim: Design a PDA for input string $aabb$ using simulator.

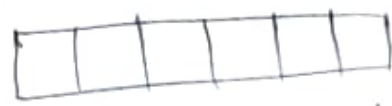
Diagram:



Input:

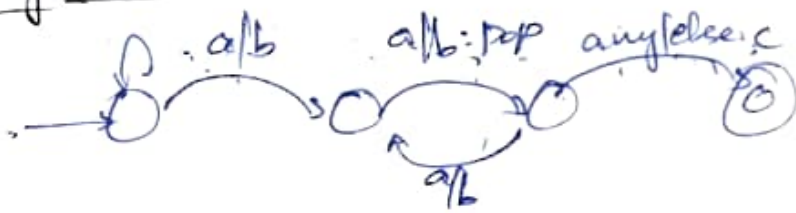


Output:



14. Aim: Design a PDA for $a^n b^{2n}$ using simulator

Diagram:



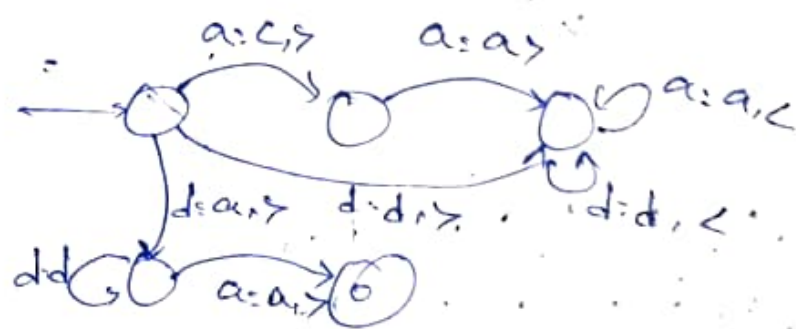
Input:



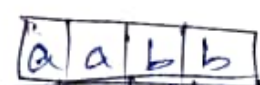
Output:



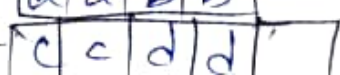
15. Aim: Design Tm for input string $a^n b^n$ using simulator.



Input:

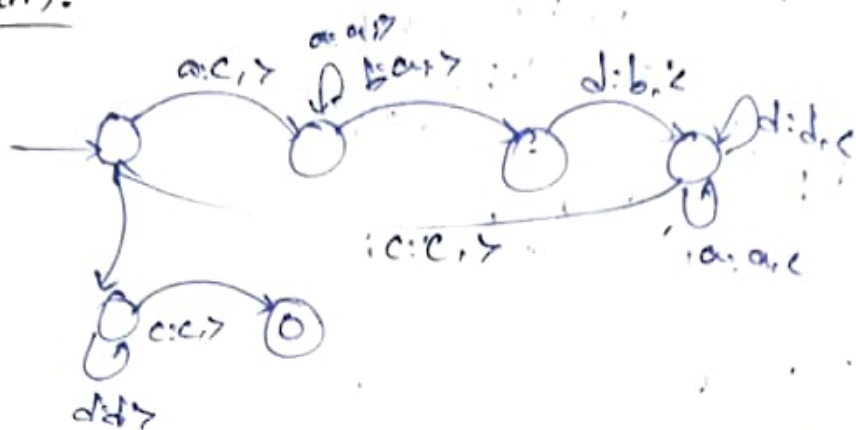


Output:



16. APM: design Tm for input string $a^n b^n$ using simulator.

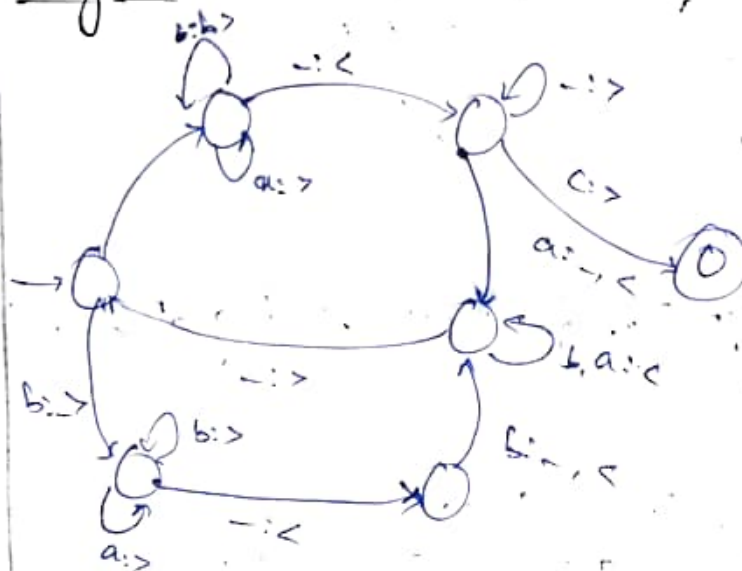
Diagram:



Input	a	a	b	b	b
output	c	c	d	d	d

17. APM: design a Tm for input string palindrome $ab a b a$ using simulator.

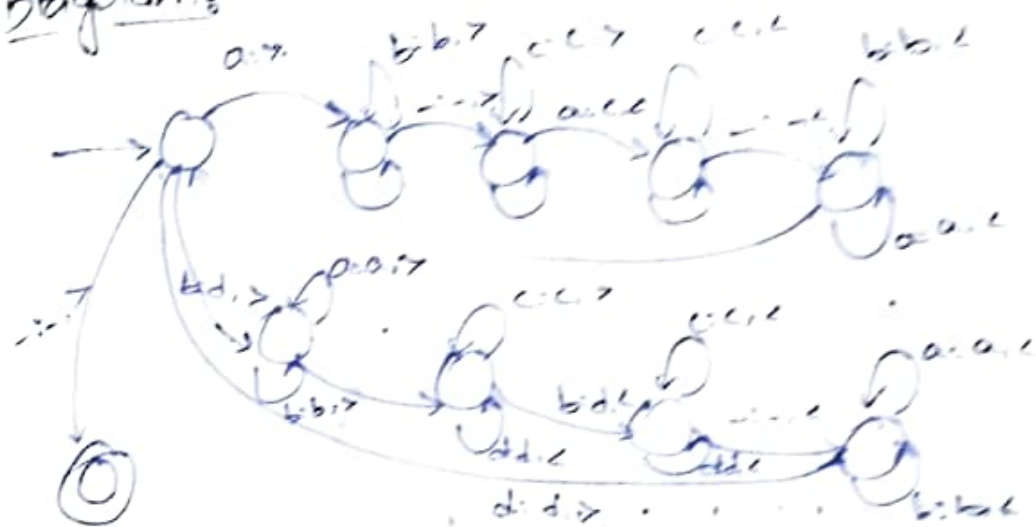
Diagram:



Input	a	b	a	b	a	c
output	a	b	a	b	a	c

Q.603: Aim: Design Tm to accept the input string using simulator.

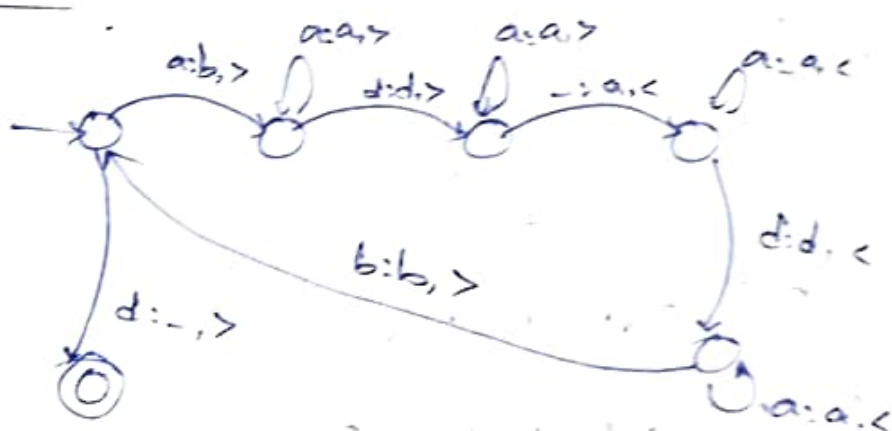
Diagram:



input	c	d	c	c	c
output	c	d	c	c	c

Q.604: Aim: Design a Tm for addition of 'aa' and 'aaa' using simulator.

Diagram:

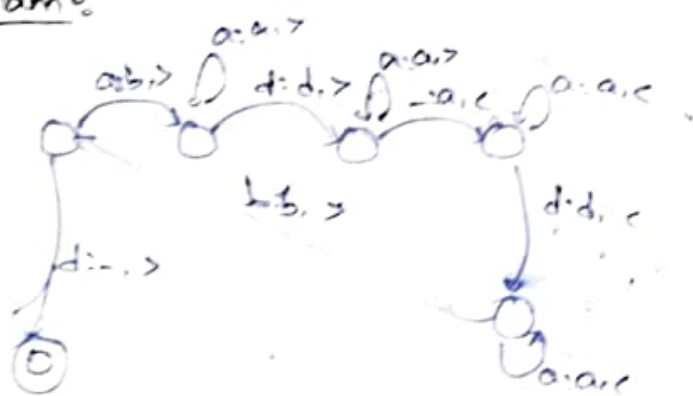


input	a	a	d	a	a
-------	---	---	---	---	---

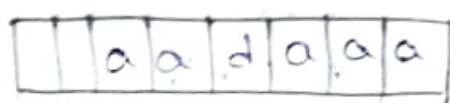
output	b	b	a	a	a
--------	---	---	---	---	---

- Q3) Prm: Design a TM for subtraction of 'a's' using simulator.

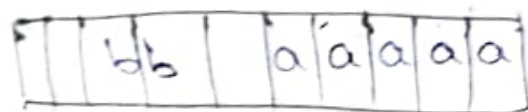
Diagram:



Input



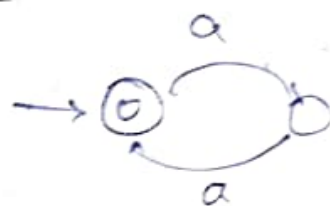
Output



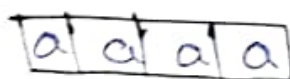
- Q4) Prm: Design a TM for even number of 'a's' using simulator.

Q4)

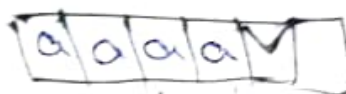
Diagram:



Input

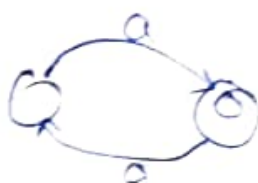


Output



- Q5) Prm: Design DFA for odd number of 'a's' using simulator.

Diagram:



Input

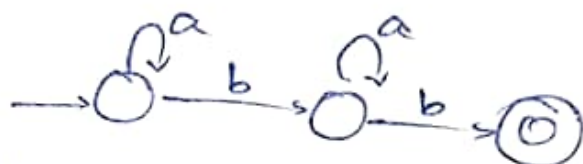
a	a	a
---	---	---

output

a	a	a	✓
---	---	---	---

23. Aim: Design DFA to accept the string end with b over set $\{a, b\}$ w: a a a b a b using simulator.

Diagram:



Input

a	a	a	b	a	b
---	---	---	---	---	---

output

a	a	a	b	a	b	✓
---	---	---	---	---	---	---

24. Aim: Design a DFA to accept the string having 'ab' as substring over the set $\{a, b\}$

Diagram:



Input:

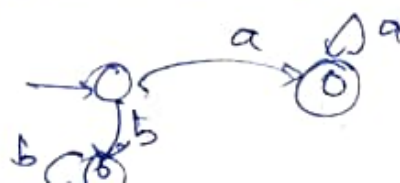
a	a	a	b
---	---	---	---

output:

a	a	a	b	✓
---	---	---	---	---

25. Aim: Design DFA using simulator to accept the string start with a or b the set $\{a, b\}$

Diagram:



Input

a	a	
---	---	--

output

a	a	v	
---	---	---	--

- (28) Aim: Design TM for accept the input string with ab over set $\{a, b\}$ $w = a b b a a b a b$

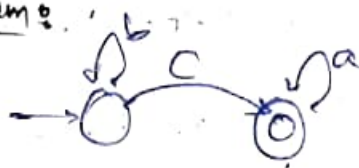
Diagram:

Input

output

- (29) Aim: Design DFA with using simulator accept the input string 'bc', 'c', 'bca'.

Diagram:



Input

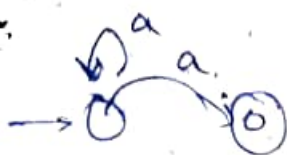
b	c	a	a
---	---	---	---

output

b	c	a	a	v
---	---	---	---	---

- (30) Aim: Design NFA to accept any number of being simulator.

Diagram:



Input

a	a	a	a
---	---	---	---