

# Assignment 4

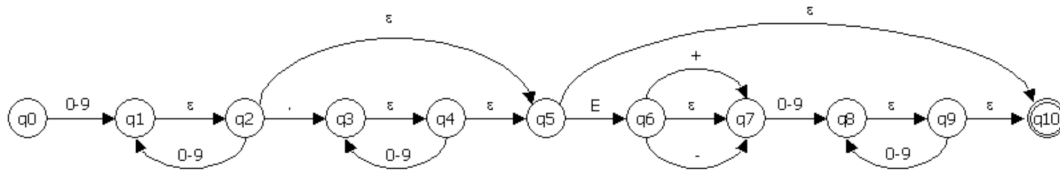
COS30023 - Languages in Software Development

Daniel Parker - 971328X

September 7, 2014

## 1. Problem 1

### 1.1. Finite Automaton



### 1.2. Equations and Rules

$$(S_1 \cdot S_2) \cdot S_3 = S_1 \cdot (S_2 \cdot S_3)$$

$$(S_1 | S_2) \cdot T = S_1 \cdot T | S_2 \cdot T$$

$$T \cdot (S_1 | S_2) = T \cdot S_1 | T \cdot S_2$$

$$S \cdot \epsilon = S$$

$$S \cdot \emptyset = \emptyset$$

$$S \cdot (T \cdot S)^* = (S \cdot T)^* \cdot S$$

### 1.3. Equation Set

$$q_0 = 0 - 9 \oplus q_1$$

$$q_1 = \epsilon \oplus q_2$$

$$q_2 = 0 - 9 \oplus q_1 \mid \cdot \oplus q_3 \mid \epsilon \oplus q_5$$

$$q_3 = \epsilon \oplus q_4$$

$$q_4 = 0 - 9 \oplus q_3 \mid \epsilon \oplus q_5$$

$$q_5 = E \oplus q_6 \mid \epsilon \oplus q_{10}$$

$$q_6 = + \oplus q_7 \mid - \oplus q_7 \mid \epsilon \oplus q_7$$

$$q_7 = 0 - 9 \oplus q_8$$

$$q_8 = \epsilon \oplus q_9$$

$$q_9 = 0 - 9 \oplus q_8 \mid \epsilon \oplus q_{10}$$

$$q_{10} = \epsilon$$