

The struct tokenizer contain two stuff , the pointer point to the origin string called steam and the other point and we will use in the getnexttoken method

FSM method is used to print out the output according to the principle in the FSM pdf .

The other method "isXXX" is used to figure out what the token exactly is .

The strtHex method is used to turn the error token to the hex

The TKcreate method is used to create a tokenizer .\

The TKdestroy method is used to destroy the tokenizer

the tkgetnexttoken is used to return a token and make the pointer ptr in the tokenizer struct point to the next token

The valuetohexch method is used to convert a single character to the hex which will be used in the strtHex method

The getstr method is used to input the string without knowing the length