# **Construction of NFA**

```
#include<stdio.h>
#include<conio.h>
int Fa[10][10][10],states[2][10],curr,row=0,col=0,sr=0,sc=0,th=0,in;
char *str;
int nfa(char *string,int state)
 {
       int i,j;
       for(i=0;i<=row;i++)
                 if(*string)
                  curr=Fa[state][*string-97][i];
                        if (curr==-1)
                         break;
                        if(nfa(string+1,curr))
                         return 1;
                       else
                   if(states[1][i]==-1)
                        break;
                   if(state==states[1][i])
                        return 1;
               return 0;
int main()
  {
       FILE *fp;
       int i,j,k,flag=0;
       char c,ch;
       clrscr();
       fp=fopen("Nfa_ip.txt","r");
       for(i=0;i<2;i++)
       for(j=0;j<10;j++)
        states[i][j]=-1;
```

```
for(i=0;i<10;i++)
for(j=0;j<10;j++)
for(k=0;k<10;k++)
       Fa[i][j][k]=-1;
while(fscanf(fp,"%d",&in)!=EOF)
 fscanf(fp,"%c",&c);
       if(flag)
  states[sr][sc++]=in;
  if(c=='\n')
       sr++;
       sc=0;
       else if(c=='#')
  flag=1;
  Fa[row][col][th]=in;
  printf("\nFa[%d][%d][%d]=%d",row,col,th,Fa[row][col][th]);
  else if(!flag)
  Fa[row][col][th]=in;
  printf("\nFa[\%d][\%d][\%d]=\%d",row,col,th,Fa[row][col][th]);
  if(c==',')
   {
       th++;
  else if(c == ' \n')
       col=0;
       row++;
       th=0;
        }
       else if(c!=',')
```

### **SAMPLE OUTPUT:**

Enter the string:

1,2 1

STRING ACCEPTED

Enter the string:

a 1 2 2

STRING NOT ACCEPTED

## Ex.No:2 Construction of Minimized DFA

**<u>AIM</u>**: Write a program to Convert regular expression into DFA

#### **ALGORITHM:**

STEP1: Declare the necessary variables such as €,a, union, concatenation, kleen closure, parenthesis.

STEP2: Define the rule for €, and draw the transition table.

STEP3: Define the rule for a and draw the transition table.

STEP4: Define the rule for union and draw the transition table.

STEP5: Define the rule for concatenation and draw the transition table.

STEP6: Define the rule for kleen closure and draw the transition table.

STEP7: Define the rule for parenthesis(a) and draw the transition table.

STEP8: Combine the entire transition table.

STEP9: Display the result of DFA

#### **PROGRAM**

```
#include<stdio.h>
#include<conio.h>
int main()
 FILE * fp;
 int Fa[10][10],states[2][10],row=0,col=0,sr=0,sc=0,flag=0,i,j,in,curr;
 char k,*str;
 clrscr();
 fp = fopen("Dfa ip.txt","r");
 if(fp==NULL)
 printf("file could not find\n");
 for(i=0;i<3;i++)
       for(j=0;j<10;j++)
states[i][j]=-1;
 while(fscanf(fp,"%d",&in)!=EOF)
fscanf(fp,"%c",&k);
if (flag)
```

```
states[sr][sc++]=in;
if(k=='\n')
sr++;
          sc=0;
 else if(k=='#')
 flag=1;
      Fa[row][col++]=in;
else if(!flag)
       Fa[row][col++]=in;
if(k=='\n')
            row++;
            col=0;
}
}
     printf("THE AUTOMATA IS : \n\n");
     for (i=0;i<=row;i++)
for (j=0;j<col;j++)
printf("%2d ",Fa[i][j]);
printf("\n");
}
printf("\n\nEnter the string : ");
     gets(str);
    curr=states[0][0];
i=0;
while(str[i]!='\0')
curr=Fa[curr][str[i]-97];
```

```
if(curr==-1)
        break;
   i++;
     flag=0;
     if(curr!=-1)
for(i=0;i<=sc&&!flag;i++)
   if(curr==states[1][i])
           printf("\n\nSTRING ACCEPTED\n");
           flag=1;
           break;
  }
 if(flag==0)
      printf("\n\nSTRING NOT ACCEPTED ");
getch();
return 0;
}
```

# **SAMPLE OUTPUT:**

Enter the string: 13

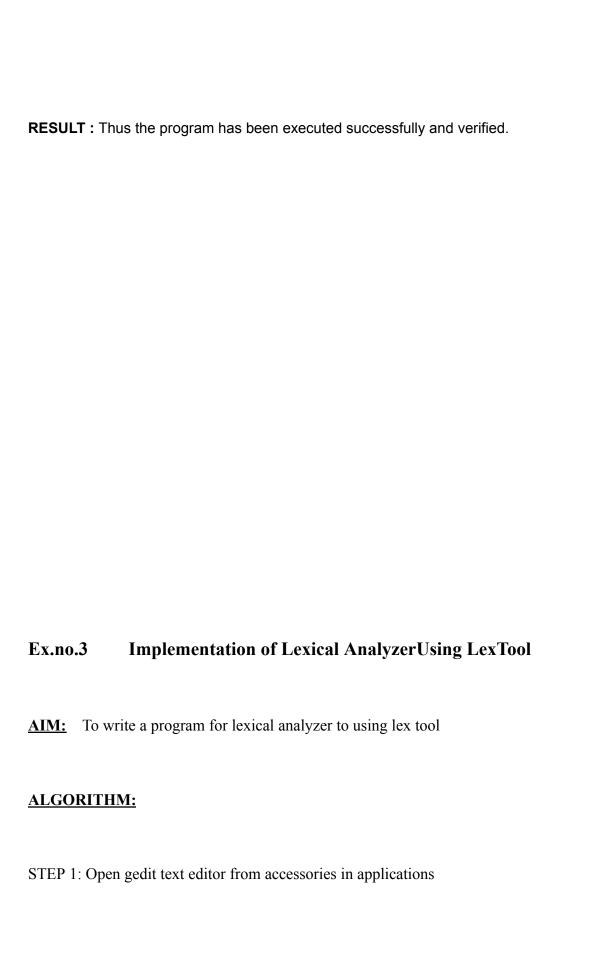
STRING ACCEPTED

Enter the string: 5 5#

STRING ACCEPTED

Enter the string: a 1 3

STRING NOT ACCEPTED



STEP 2: Specify the header files to be included inside the declaration part (i.e. between %{ and %})

STEP 3: Define the digits i.e. 0-9 and identifiers a-z and a-z 0-9

STEP 4: Using translation rule, we defined the regular expression for digit, if it is matched with the given input then store and display it as digit in yytext.

STEP 5: Using translation rule, we defined the regular expression for keywords, if it is matched with the given input then store and display it as keyword in yytext.

STEP 6: Using translation rule, we defined the regular expression for identifiers, if it is matched with the given input then store and display it as identifier in yytext.

STEP 7: Using translation rule, we defined the regular expression for operators, if it is matched with the given input then store and display it as operator in yytext.

STEP 8: Inside procedure main(),use yyin() to point the current file being parsed by the lexer.

STEP 9: The call yylex(), which starts the analysis.

### **PROGRAM:**

```
%{
#include<math.h>
#include<stdlib.h>
%}
DIGIT [0-9]
ID [a-z][a-z 0-9]*
```

```
{DIGIT}+
printf("An integer:%s(%d)\n",yytext,atoi(yytext));
{DIGIT}+"."{DIGIT}*
printf("A float:%s(%g)\n",yytext,atof(yytext));
if | then | begin | end | procedure | function \\
       printf("A keyboard:%s\n",yytext);
{ID}
   printf("An identifier:%s\n",yytext);
"+"|"-"|"*"|"/"
   printf("An operator:%s\n",yytext);
[t n]+
   printf("Unrecognized chareacter:%s\n",yytext);
%%
main(argc,argv)
int argc;
char **argv;
++argv,--argc;
if(argc > 0)
yyin=fopen(argv[0],"r");
else
yyin=stdin;
yylex();
```

## **FILE PROGRAM**:

ram is a good boy sita is a good girl gowtham is a clever boy geetha is a smart girl a+b\*c/d=e.

## **SAMPLE OUTPUT:**

An identifier:ram is a good boy

An identifier:sita is a good girl

An identifier: gowtham is a clever boy

An identifier: geetha is a smart girl

An identifier:a

An operator:+

An identifier:b

An operator:\*

An identifier:c

An operator:/

An identifier:d

Unrecognized chareacter:=

**RESULT:** Thus the program has been executed successfully and verified.