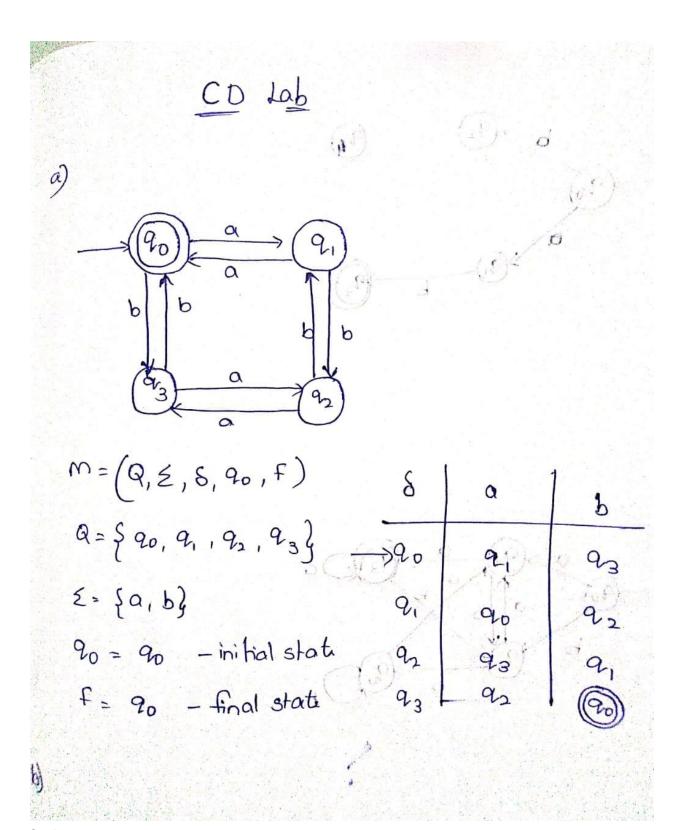
## Week 1: Language recognizer

- 1. Write a program in C that recognizes the following languages.
- a. Set of all strings over binary alphabet containing even number of 0's and even number of 1's.



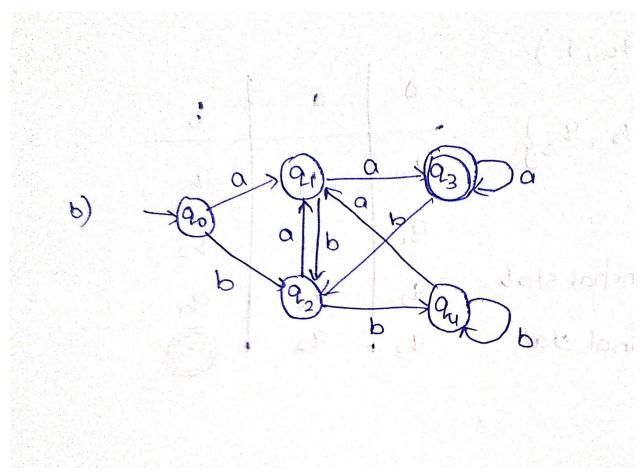
## Code:

#include<stdio.h>
void main()
{

```
int state=0,i=0;
char token,input[20];
printf("Enter input string \t :");
scanf("%s",input);
//printf("Given string is: %s");
while((token=input[i++])!='\0')
  // printf("current token : %c \n",token);
  switch(state)
     case 0: if(token=='a')
             state=1;
           else if(token=='b')
             state=2;
           else
             printf("Invalid token");
             exit(0);
          }
           break;
     case 1: if(token=='a')
             state=0;
           else if(token=='b')
             state=3;
           else
             printf("Invalid token");
             exit(0);
          }
           break;
     case 2: if(token=='a')
             state=3;
           else if(token=='b')
             state=0;
           else
           {
             printf("Invalid token");
             exit(0);
           }
           break;
     case 3: if(token=='a')
             state=2;
```

Input	Expected Output
aabb	String accepted
abab	String accepted
aaabb	String not accepted
aaa	String not accepted
abcd	Invalid token

b. Lab Assignment: Set of all strings ending with two symbols of same type.



## Code:

```
#include<stdio.h>
#include<stdib.h>
void main()
{
   int state=0,i=0;
   char token,input[20];
   printf("Enter input string \t :");
   scanf("%s",input);
   while((token=input[i++])!='\0')
   {
      switch(state)
      {
      case 0: if(token=='a')
            state=1;
      else if(token=='b')
            state=2;
      else
```

```
{
        printf("Invalid token");
        exit(0);
     }
     break;
case 1: if(token=='a')
        state=3;
     else if(token=='b')
        state=2;
     else
        printf("Invalid token");
        exit(0);
     }
     break;
case 2: if(token=='a')
        state=1;
     else if(token=='b')
        state=4;
     else
     {
        printf("Invalid token");
        exit(0);
     }
     break;
case 3: if(token=='a')
        state=3;
     else if(token=='b')
        state=2;
     else
        printf("Invalid token");
        exit(0);
     }
     break;
case 4: if(token=='a')
        state=1;
     else if(token=='b')
        state=4;
     else
        printf("Invalid token");
        exit(0);
```

```
}
break;
}
if(state==3 || state==4)
printf("\n\nString accepted\n\n");
else
printf("\n\nString not accepted\n\n");
}
```

Input	Expected Output
aabb	String accepted
abab	String not accepted
aaabb	String accepted
ababaa	String accepted
abcd	Invalid token