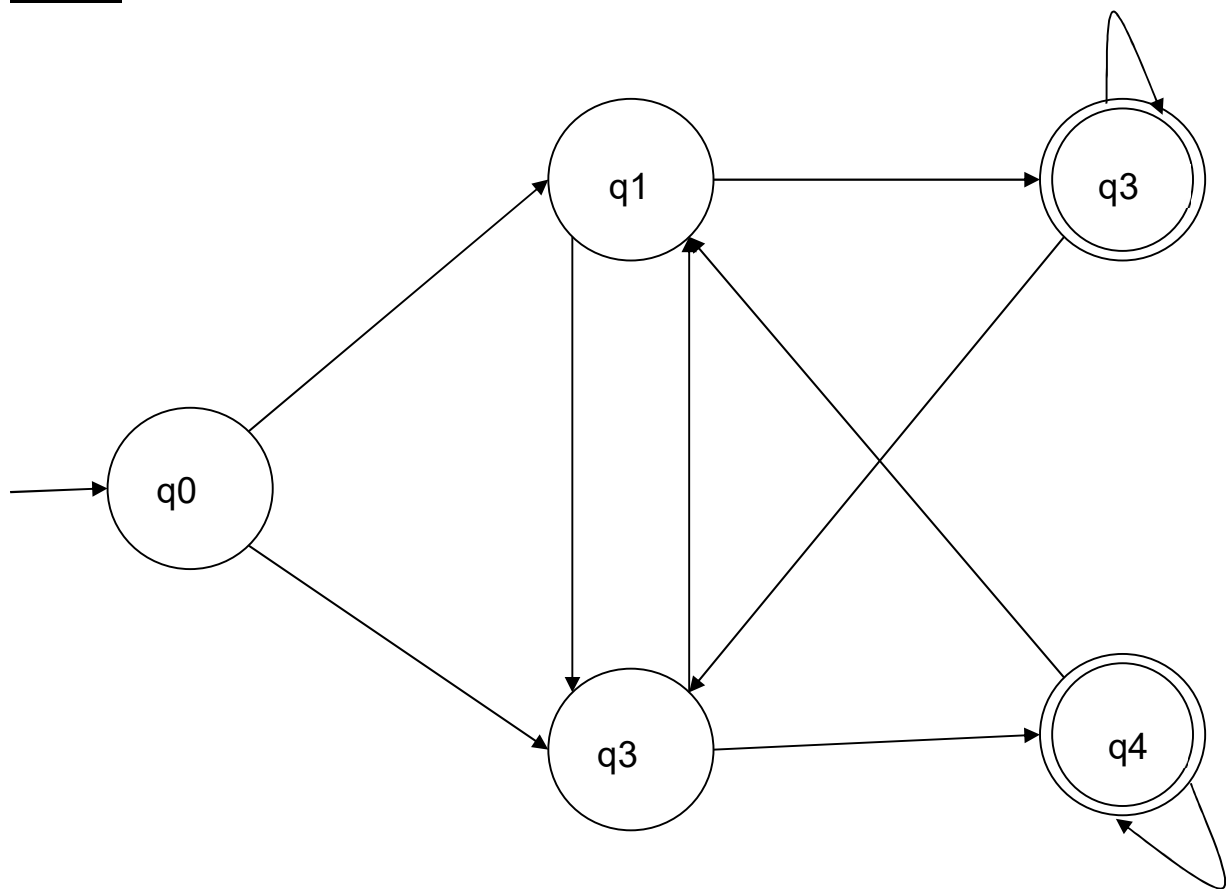


## DFA:



DFA  $M=(Q, \Sigma, \delta, Q_0, F)$  Where

$Q$ =Set of all states  $=\{q_0, q_1, q_2, q_3, q_4\}$

$\Sigma$ =Input Alphabet $=\{a, b\}$ ,

Start state is  $q_0$

$F$ =Set of all final States $=\{q_3, q_4\}$

And the transitions are defined in the transition diagram

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

```

    }

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

```

```

}
if(state==4 || state==2 )
    printf("\n\nString accepted\n\n");
else
    printf("\n\nString not accepted\n\n");
}

```

## **OUTPUT:**

INPUT	EXPECTED OUTPUT
abb	String accepted
ababaa	String accepted
abba	String not accepted
abaaba	String not accepted
abaa	String accepted