Instruction Manual

Entry of a mealy automaton

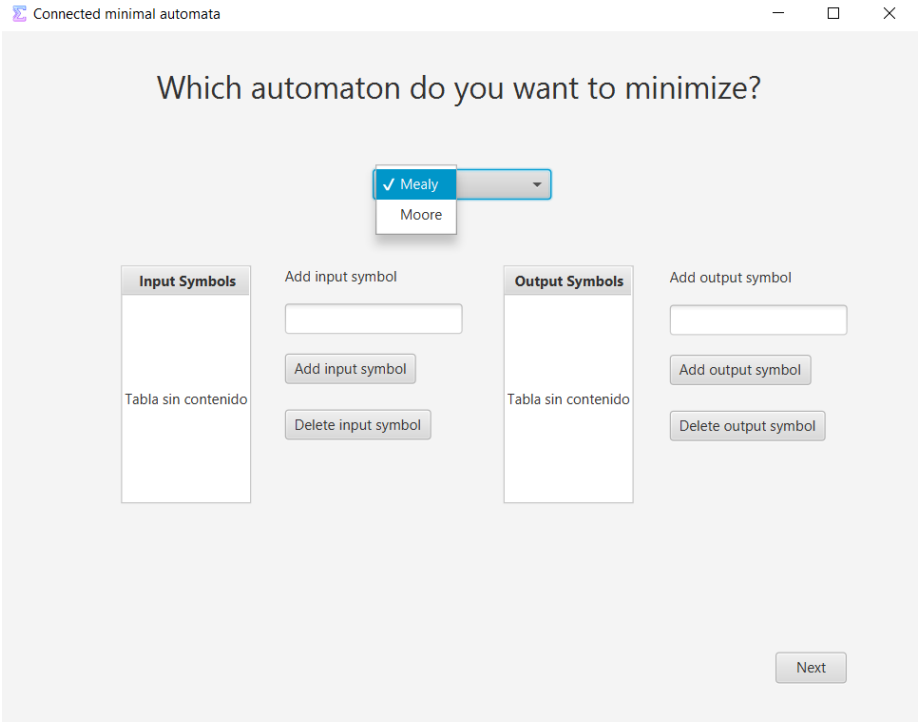
To enter a mealy automaton, follow the steps below

In this case we will enter the following mealy automaton

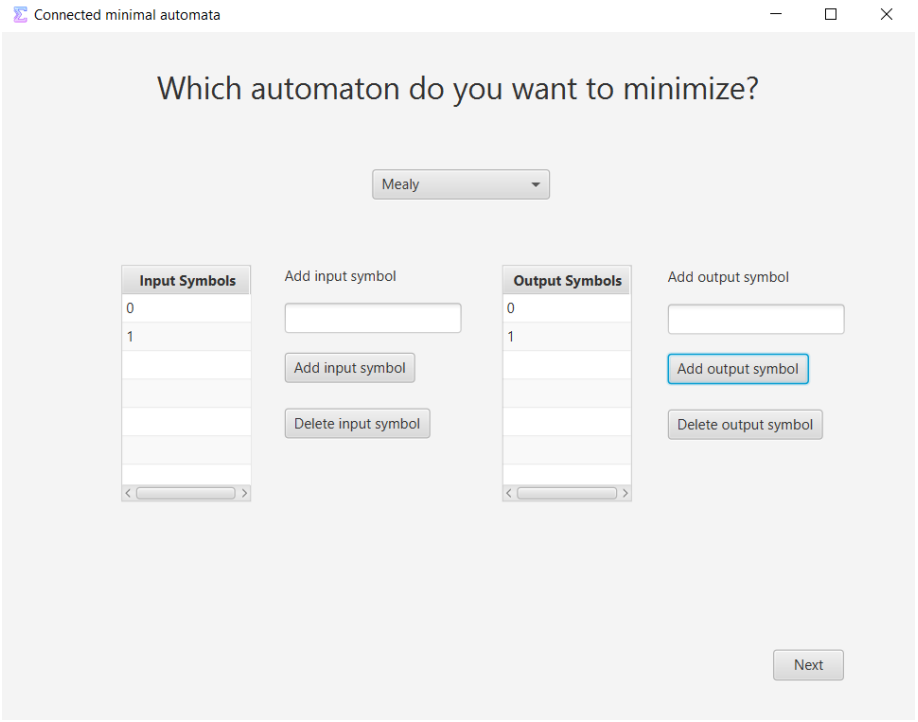
M:

	0	1
A	B, 0	C, 0
B	C, 1	D, 1
C	D, 0	E, 0
D	C, 1	B, 1
E	F, 1	E, 1
F	G, 0	C, 0
G	F, 1	G, 1
H	J, 1	B, 0
J	H, 1	D, 0

1. Select the Mealy option

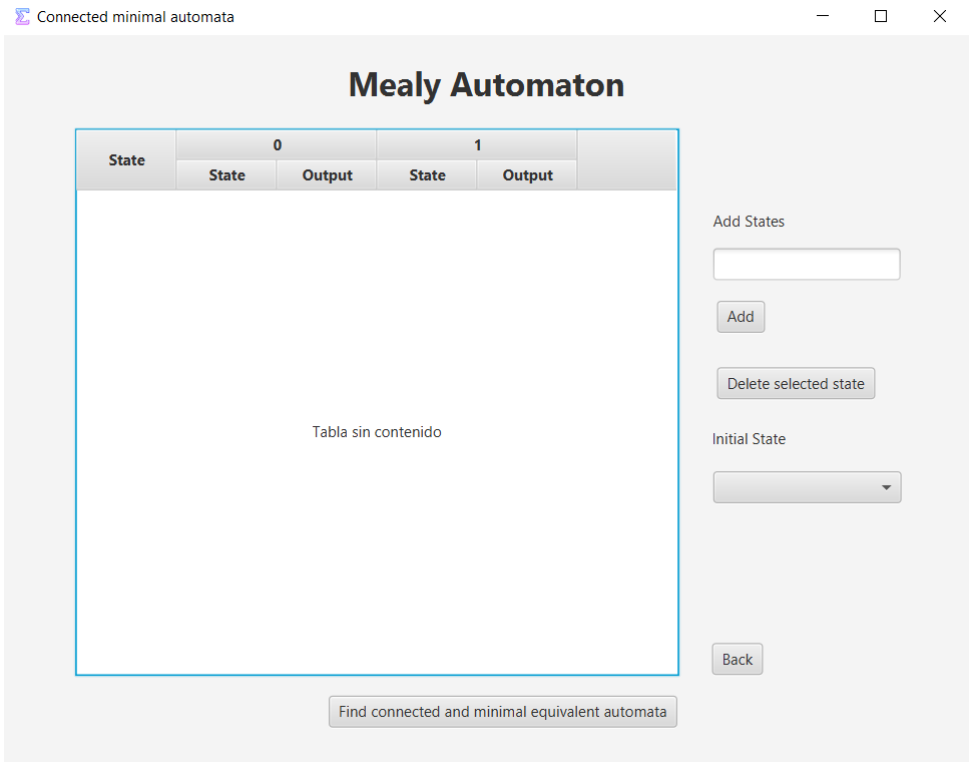


2. Enter the input and output symbols
To enter an input symbol, type the input symbol in its respective field and press the Add input symbol button. Similarly, an output symbol is added.

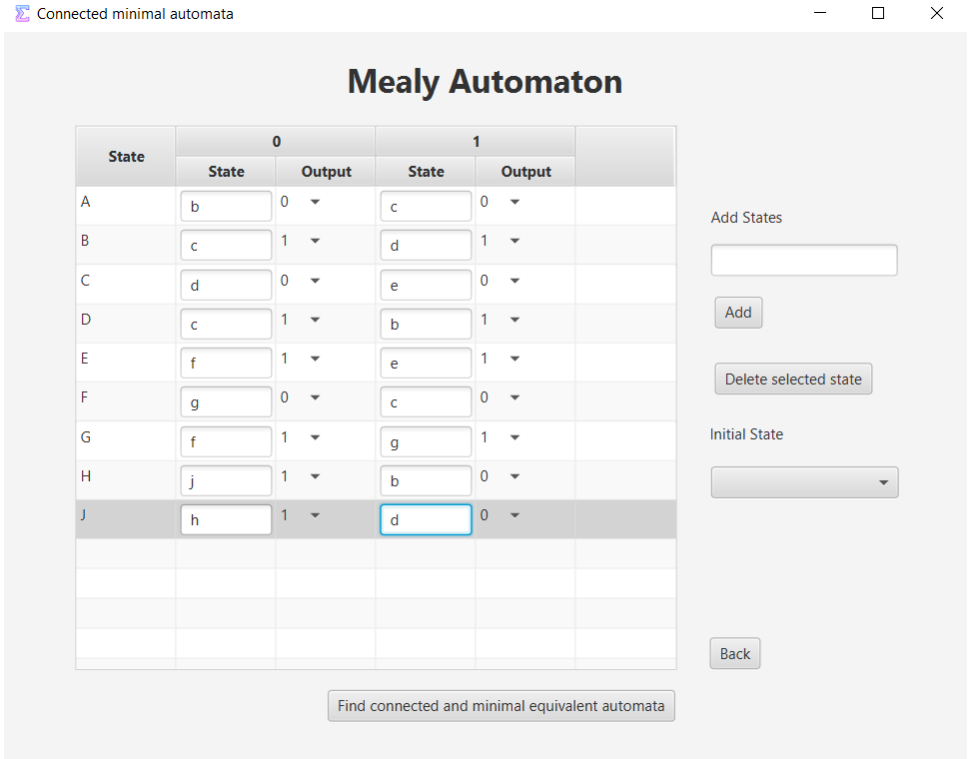


You can delete an input symbol by selecting it and pressing the Delete input symbol button. Similarly deletes an output symbol

3. Press the Next button, it will take you to the window below

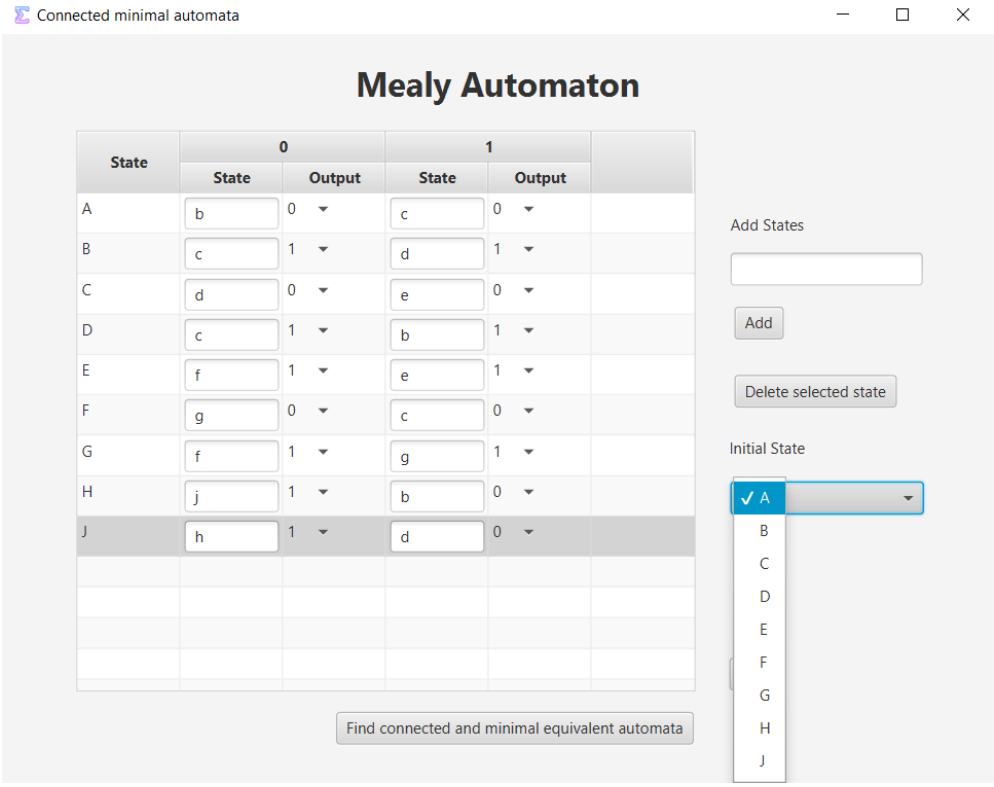


4. Add the states with their respective output symbols and output states
To add a state, type the states in its respective field and press the Add button

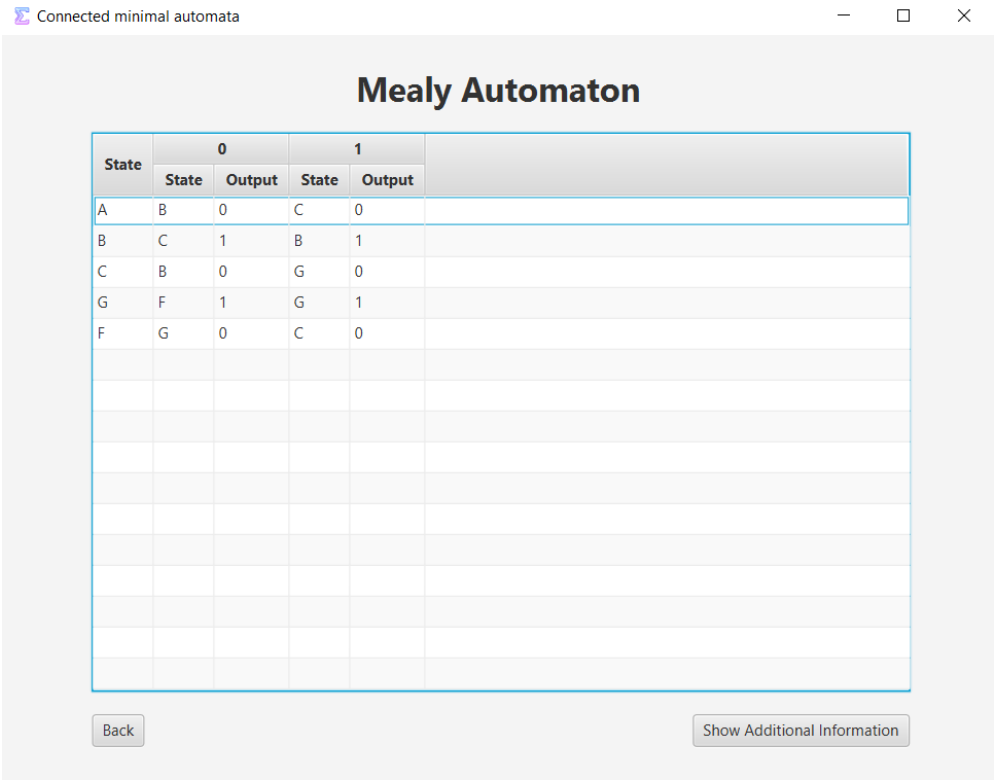


To delete a state, select the state you want to delete and press the Delete selected state button

5. Choose the initial state



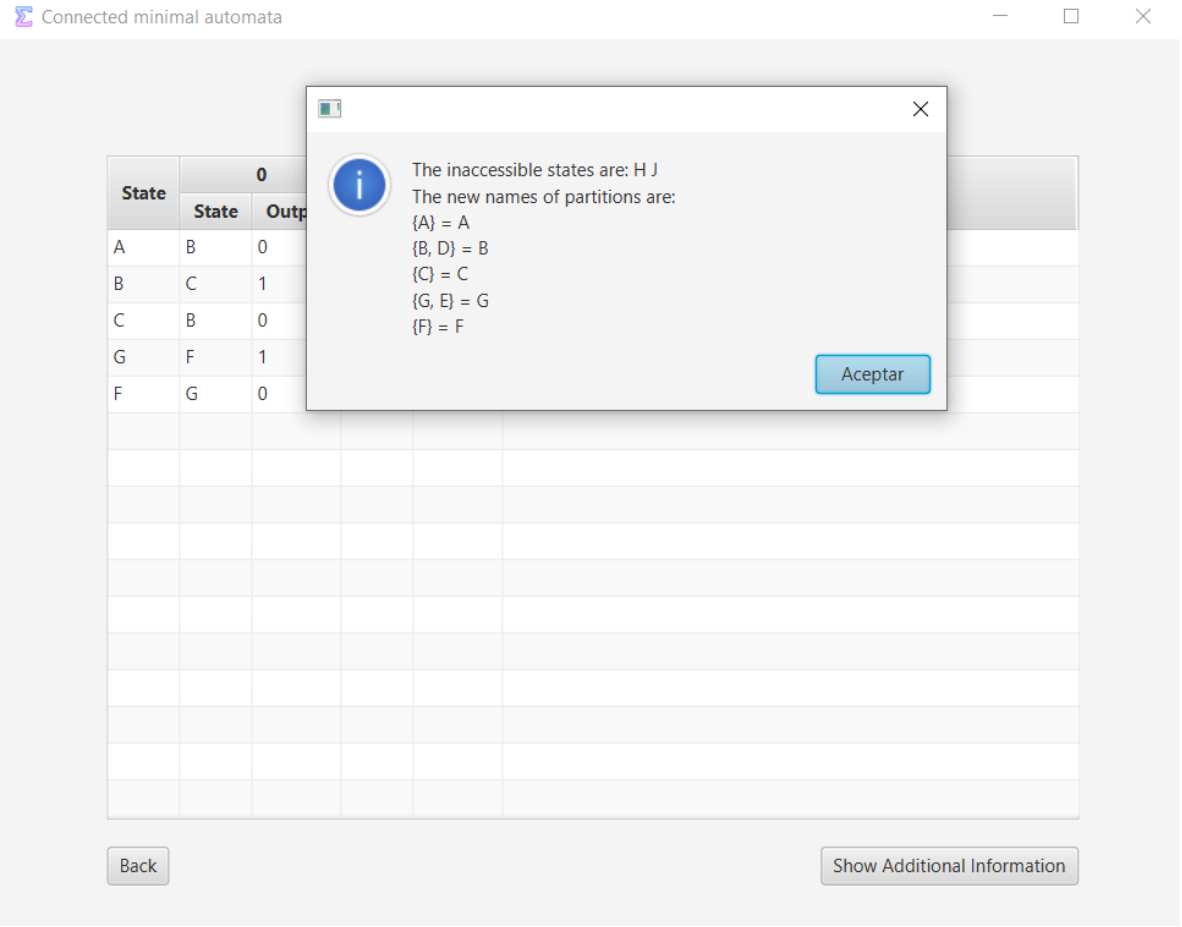
6. Press the Find connected and minimal equivalent automata button, it will take you to the window below



The automata presented in this window is the connected and minimal equivalent automata

If you want to know what the inaccessible states are and how the partitions were named, then

7. Press the Show Additional Information button



Entry of a moore automaton

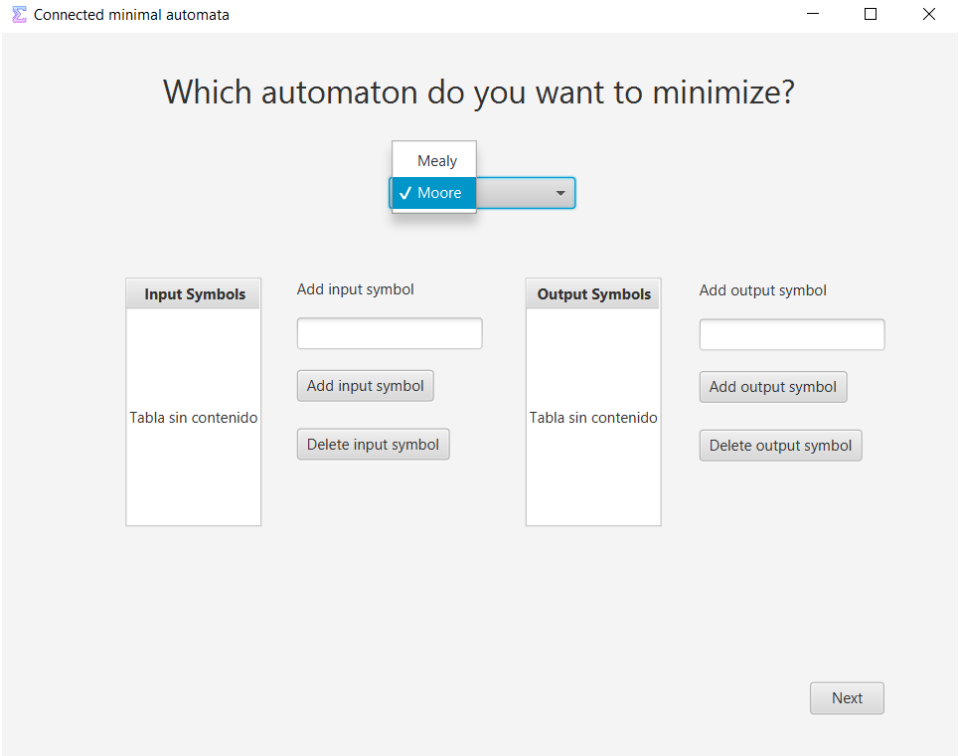
To enter a moore automaton follow these steps

In this case we will enter the following moore automaton

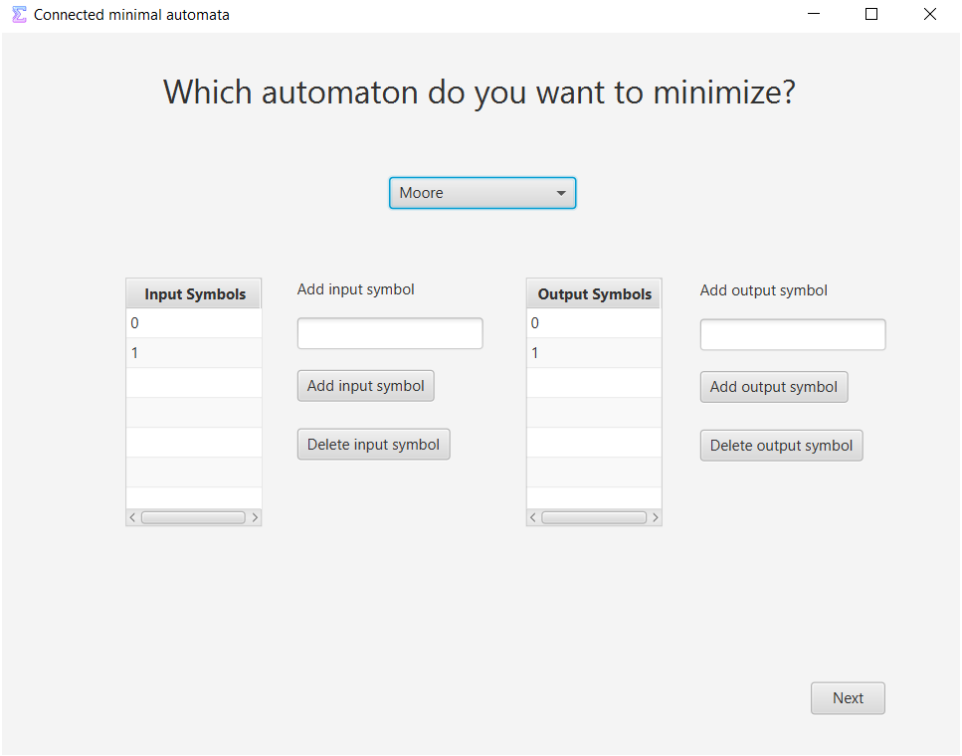
M_1:

	0	1	
A	B	A	0
B	C	D	0
C	E	C	0
D	F	B	0
E	G	E	0
F	H	F	0
G	I	G	0
H	J	H	0
I	A	K	1
J	K	J	0
K	A	K	1

1. Select the Moore option

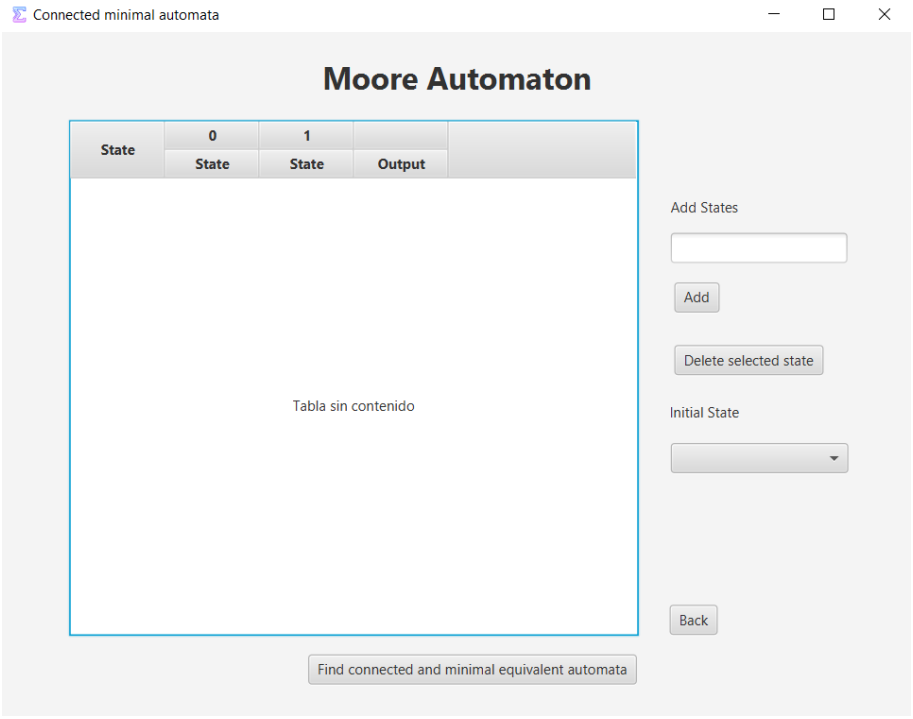


2. Enter the input and output symbols
To enter an input symbol, type the input symbol in its respective field and press the Add input symbol button. Similarly, an output symbol is added.

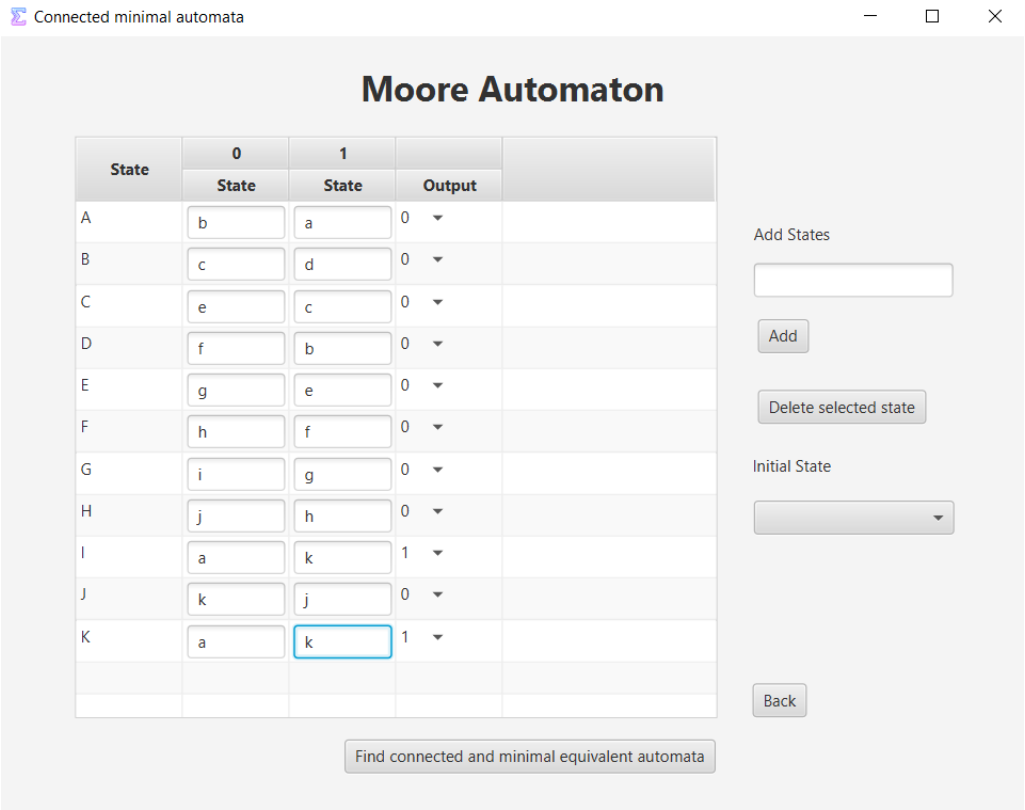


You can delete an input symbol by selecting it and pressing the Delete input symbol button. Similarly deletes an output symbol

3. Press the Next button, it will take you to the window below

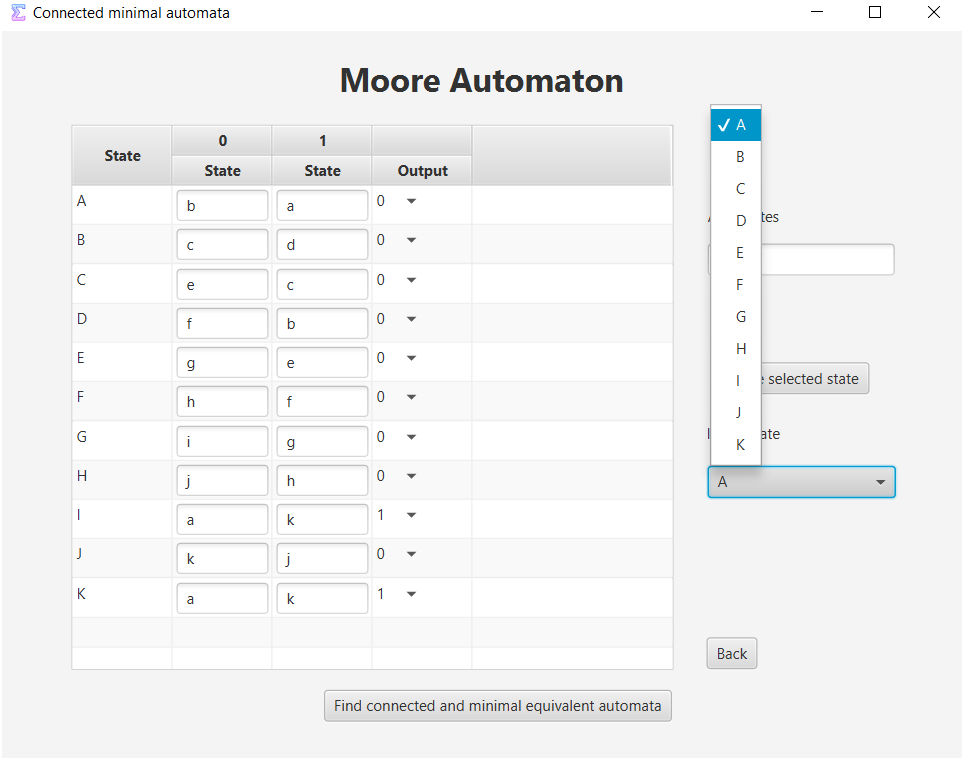


4. Add the states with their respective output symbols and output states
To add a state type the states in its respective field and press the Add button

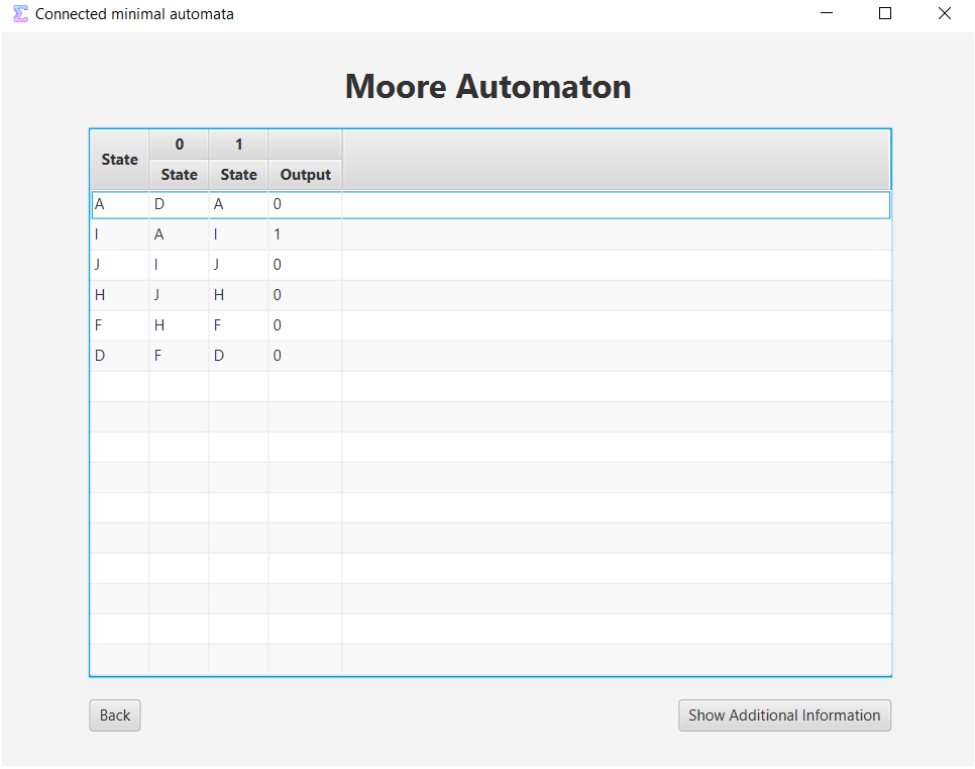


To delete a state, select the state you want to delete and press the Delete selected state button

5. Choose the initial state



6. Press the Find connected and minimal equivalent automata button, it will take you to the window below



The automata presented in this window is the connected and minimal equivalent automata

If you want to know what the inaccessible states are and how the partitions were named, then

7. Press the Show Additional Information button