

Formale Sprachen: CBNF

→ Grammatik:

$$G = (N; \Sigma; P; S) \text{ mit}$$

$$N = \{ N1; N2; N3 \}$$

$$\Sigma = \{ "A"; "B" \}$$

$$P = \{$$

$$N1 = "A" | "B".$$

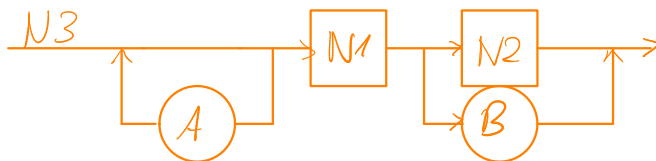
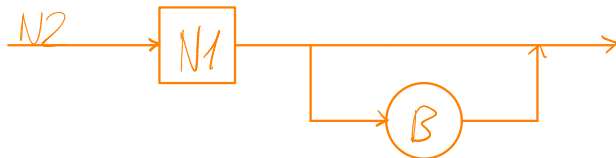
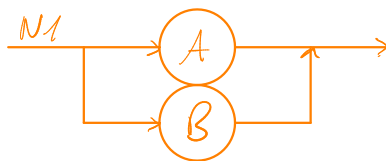
$$N2 = N1 ["B"].$$

$$N3 = \{ "A" \} N1 (N2 | "B").$$

}

$$S = N3$$

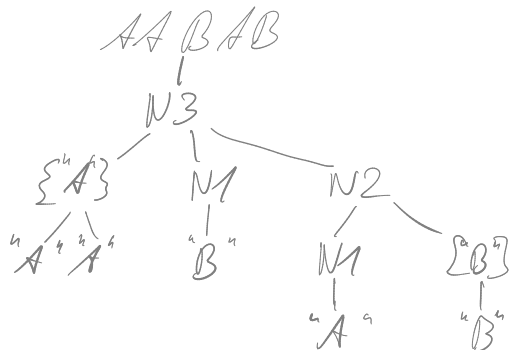
→ Syntax Diagramme



($\epsilon \hat{=}$ leeres Wort ; $|N3| \hat{=}$ Länge von $N3$)

Ausdrücke ableiten:

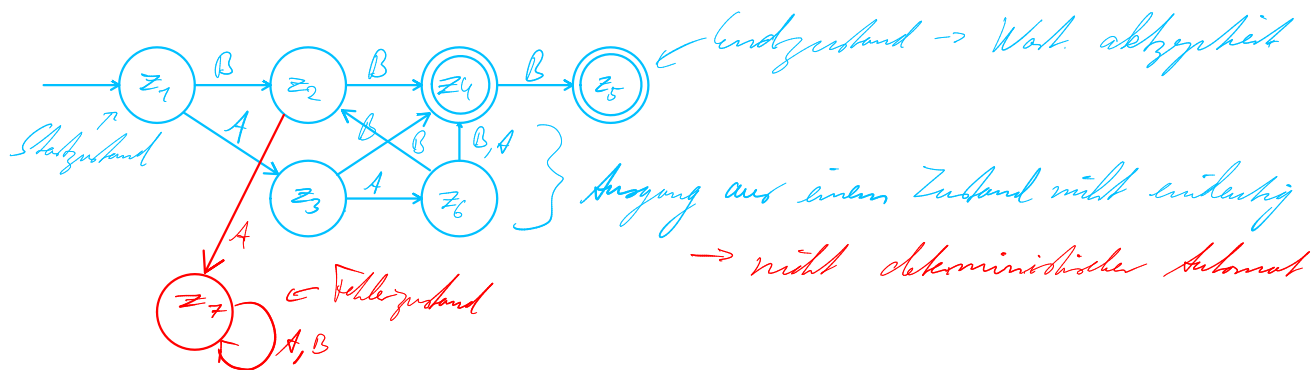
Baum-Schrittweise:



Ableitungs-Schrittweise:

$$\begin{aligned} N3 &= \{ "A" \} N1 (N2 | "B") = \\ &= "A" "A" ("A" | "B") N2 = \\ &= "A" "A" "B" N1 ["B"] = \\ &= "A" "A" "B" ("A" | "B") "B" = \\ &= "A" "A" "B" "A" "B" \end{aligned}$$

→ Endliche, erkennende Automaten:



Java Codebeispiel für einen erkennenden Automaten:

```
class Automat {  
    int zustand;  
    public Automat() { };  
    public boolean zeichenkettePruefen ( char[] wort ) {  
        zustand = 1;  
        for (int i = 0; i < wort.length; i++) {  
            uebergang ( wort [i] );  
        }  
        if ( zustand == 4 || zustand == 5 ) .return true;  
        return false;  
    }  
    private void uebergang (char c) {  
        switch (zustand) {  
            ...  
            case 1:   
                switch (c) {  
                    case 'A':  
                        zustand = 3;  
                        break;  
                    case 'B':  
                        zustand = 2;  
                        break;  
                }  
            break;  
            ...  
        }  
    }  
}
```