

# Finite Automaton

Student: Alexandrescu Andrei-Robert, 931/1

Current lab: [Repository Link](#)

Integration with previous lab: [Repository Link](#)

## 1. File Structure

a) Mathematic (Natural Language) description

$s_1 s_2 \dots s_n$  (states)

$a_1 a_2 \dots a_m$  (alphabet)

noTran (number of transitions)

$p_1 b_1 q_1$  ( $\delta(p_1, b_1) = q_1$ )

...

$p_{\text{noTran}} b_{\text{noTran}} q_{\text{noTran}}$

$q_0$  (initial state)

$f_1 f_2 \dots f_o$  (final states)

b) EBNF:

identifier ::= letter | letter { letter | digit }

letter ::= "A" | "B" | . . . | "Z"

digit ::= "0" | "1" | ... | "9"

non\_zero\_digit ::= "1" | ... | "9"

constno ::= [ ("+" | "-") non\_zero\_number | zero

zero ::= 0

non\_zero\_number ::= non\_zero\_digit { digit }

states ::= identifier | identifier { identifier }

alphabet ::= { constno }

transitions ::= { identifier constno identifier }

initialState ::= identifier

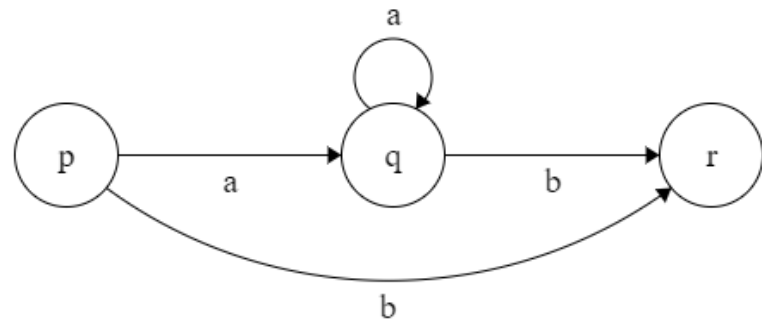
finalStates ::= identifier { identifier }

Previously defined

Finite Automaton

c) Example:

p q r  
a b  
4  
p a q  
q a q  
q b r  
p b r  
p  
r



## 2. Implementation details

The class for treating the finite automaton is called *Parser*. All member variables and functions can be consulted at the bottom of the document in the final class diagram.

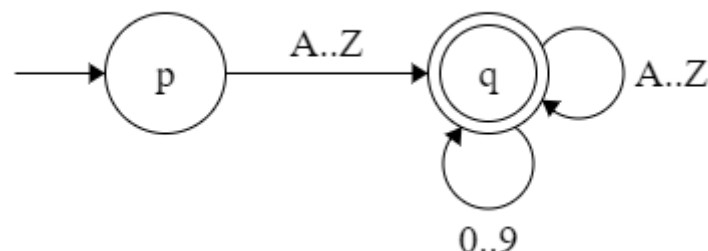
Method *readFA* is used to read the data from the *FA.in* file and store it accordingly in the RAM memory. Some error cases are treated such as:

- one of the transition terms (state 1, transition term, state 2) does not belong to the declared states / alphabet respectively
- the initial state does not belong to the declared states
- one of the final states does not belong to the declared states
- duplicate transitions (not an error, but treated nevertheless)

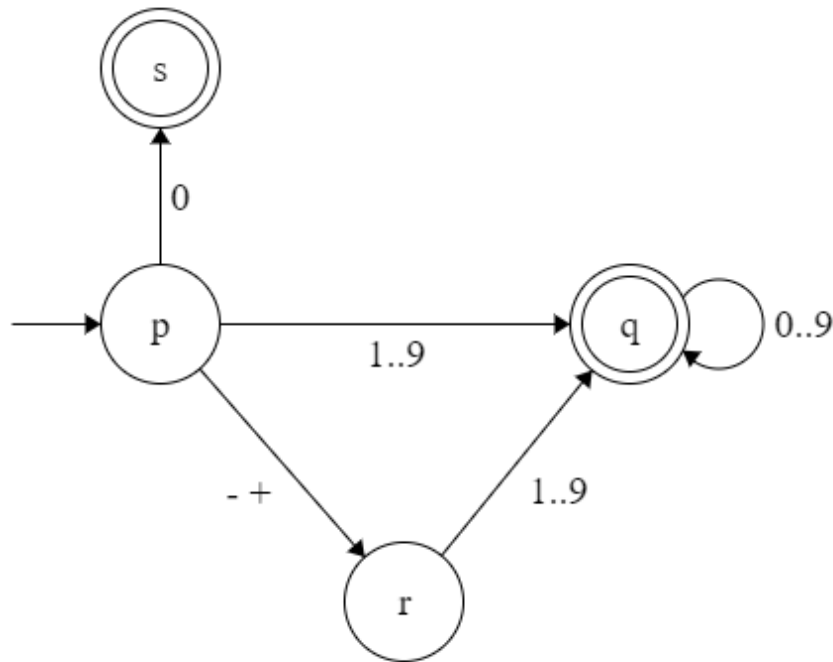
Method *verifySequence* checks whether a given sequence is accepted by the FA. This is done by simply using a for loop to cycle through the characters of the sequence and using a *currentState* variable to keep track of the current state. The method *move* is used to transition between states using the current symbol from the alphabet. In case the sequence could not be consumed entirely, an error occurs.

## 3. Integration with labs 1-3

Two finite automations were created for identifying identifiers and constants. The first one, namely *parserIdentifiers*, uses the *FA\_identifiers.in* definition of a finite automation. The corresponding drawing can be seen below:



The second finite automaton, namely *parserNumericalConstants*, is read from the *FA\_constants.in* file corresponding to the following finite automaton:



As for modifications performed to integrate the Finite Automata for identifiers and numerical constants, the implementations of methods *getIsIdentifier* and *canBeNumber* have been changed. Instead of performing manual “rudimentary” checks, the *verifySequence* method is used on the given token to check if it meets the requirements.

Updated class diagram:

