Practical-1

DEFINATION: String Validation Against Regular Expression

OBJECTIVE: To implement a program that validates a user-input string against the regular expression a*bb. The program should determine whether the input string is valid or invalid based on the defined pattern.

CODE:

```
#include <stdio.h>
#include <string.h>
int main(void) {
  char str[200];
  char ch;
  int index = 0;
  printf("Enter String: ");
  while (1) {
     ch = getchar();
     if (ch == '\n') {
       break;
     }
     str[index++] = ch;
  }
  str[index] = '\0';
```

```
int i = 0;
                 int length = strlen(str);
if (length<2){
                 printf("\nInvalid String");
                 return 0;
}
                 if(str[i]!='a'){
                                      printf("\nInvalid String");
                                      return 0;
                 }
                 while (i \le length \&\& str[i] == 'a') {
                                  i++;
                  }
                 if (i < length \&\& str[i] == 'b' \&\& (i + 1 < length) \&\& str[i + 1] == 'b' \&\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& (i + 1 < length) &\& str[i + 1] == 'b' &\& str[i + 1] =
2 == length)) {
printf("\nValid String");
                 } else {
                                  printf("\nInvalid String");
                  }
                 return 0;
}
```

OUTPUT:

```
Enter String: aaaabb

Valid String

Process returned 0 (0x0) execution time : 3.403 s

Press any key to continue.
```

```
Enter String: aab

Invalid String

Process returned 0 (0x0) execution time : 1.551 s

Press any key to continue.
```