GitHub link: https://github.com/RazvanAndreiLazar/FLCD
* FAs for identifiers and int constants are used

FiniteAutomata:
Properties:
- alphabet
- states
- final_states
- initial_state
- transitions

Methods:
- **readFA(filename)**: read the input file defining the FA's structure (the file must respect the EBNF structure)
- **verify(token)**: verifies if the token respects the FA
start from the initial state
read letter by letter and check for the pair of (current state, letter) in the transition dictionary
update the current state if the pair exists
return false otherwise
after reading all the letters check if the current state is a final state and return result

EBNF Finite Automata files:
FA := STATES "\n" ALPHABET "\n" INITIAL_STATE "\n" FINAL_STATES "\n" TRANSITIONS

STATES := "STATES:" STATE{"|" STATE}
STATE = letter{letter}
letter = "a" | "b" | ... | "z"

ALPHABET := "ALPHABET:" ELEMENT{"|" ELEMENT}
ELEMENT := any ASCII character

INITIAL_STATE := "INITIAL_STATE" STATE

FINAL_STATES := "FINAL_STATES" STATE{"|" STATE}

TRANSITIONS := TRANSITION {"|" TRANSITION}
TRANSITION := STATE " + " ELEMENT " -> " STATE