## Names:

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## - the idea of the project: (Automaton Drawing)

This project would develop a program capable of reading a description of a state automaton and producing the graph of the automaton.

## -description for the language

```
=> Alphabet = { DSS, DS, DFS, MT, (, , , ), 0-9, a-b, A-Z } where
    DSS= Draw Start State.
    DS= Draw State.
    DSF= Draw Final State.
    MT= Make Transition.
```

=> **description**: Language expresses a sequence of symbols within the alphabet, but the word must begin with DSS followed by number and the input should contains just one DSS and at least one DFS. Every DS, DS, DFS must followed by number. also we can neither make transition to a state that is not drawn yet nor draw state without make transition to it. For examples

```
DSS 0 DFS 1 MT(0,1,a) is an accepted input.

DSS 0 DS 1 DFS 2 MT(0,1,a) MT(1,2,b) accepted.

DS 1 DS 2 MT(1,2,b) not accepted.

DSS 0 DS 1 MT(0,1,a) DFS 2 MT(1,2,b) MT(2,3,s) not accepted.
```