

➤ Idea:

Compiler for Automatic Car Movement

➤ description for the language:

- consist of:

1. Car Gears (P, N, D, R)
2. Car motion (G (go), S (stop))

- Some constrains:

1. Should start and end with Gear (p) -park mode-
2. Before switching between Gears, the car should stopped

- Sample of Strings:

Accepted	rejected
PSRSP	PSDFS
PSNFSP	SDFSP
PSDFSFFSRFSP	PS <u>DD</u> DFSP

- prototype for the interface:

I can't imagine it now But it is mostly be consist of object for car , 4 button for Gears and 2 button for move and stop

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