

Part 4 - Data Structure

As specified in our `leap_of_fate_lang.txt` file, this is the contents and makeup of our PDA Data Structure:

$q_0 q_1 q_2$

$f w a e *$

q_0

q_2

$X Y Z$

$q_0 \text{ lambda lambda} = q_1 Z$

$q_1 f \text{ lambda} = q_1 Y$

$q_1 w \text{ lambda} = q_1 Y$

$q_1 a \text{ lambda} = q_1 X$

$q_1 e \text{ lambda} = q_1 X$

$q_1 \text{ lambda lambda} = q_2 \text{ lambda}$

$q_1 \text{ lambda } Y = q_2 \text{ lambda}$

$q_2 f Y = q_2 \text{ lambda}$

$q_2 w Y = q_2 \text{ lambda}$

$q_2 a X = q_2 \text{ lambda}$

$q_2 e X = q_2 \text{ lambda}$

$q_2 * Z = q_2 \text{ lambda}$

$q_2 \text{ lambda lambda} = q_1 \text{ lambda}$

This `.txt` file stores the pertinent information of our PDA so that our `.py` file can traverse the transitions of the PDA. It will determine if the given string is a valid input in our language, and if so, provides the transitions that it goes through.

The first line of the .txt file stores all the states of our PDA. Line 2 contains all our LEEP of Fate language's valid alphabet characters/symbols. Line 3 stores the start state, while line 4 stores the accepting state.

Line 5 contains all of the stack variables that are a part of our Pushdown Automata. Lines 6-18 represent all the valid transitions that our Pushdown Automata contains. It follows a specific format, similar to the Lecture Notes syntax, and is space-delimited:

<Current State before Transition> <Input Character to Consume> <Pop Stack Variable> <Equal Sign> <State to end up in After Transition> <Push Stack Variable>

In our *leep_of_fate_program.py* file, we created a *Leep_of_Fate* class and attributes for the specific information needed from the .txt file about the PDA. The *parse_file* function is a helper function that reads into the .txt file and saves the data. The *accept_reject_string* function is the main part of the code that utilizes the structure of the PDA and checks if there are accepting transitions that lead to an empty stack and an empty string in an accepting state. If so, it is a valid string for the PDA and returns the transitions. If not, it returns False. The main function asks the user for input, calls to the functions after creating an instance of the *Leep_of_Fate* Class, and also creates ASCII art depending on the validity of the string.

The **GitHub ReadMe** page specifies how to run this file and test input.

GitHub Link: https://github.com/SAJacob7/EECS510_Project_LEEP_of_Fate_Language

Reminders:

- Make sure to do `pip install ascii_magic` if you haven't already.
- Run the `leep_of_fate_program.py`
- Input your string into the terminal once you run it.

Screenshots of the Code Running:

Invalid Input Example (Wildcat Win):

[illegible]