Part 4 - Data Structure

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

```
q_0 q_1 q_2
fwae *
q_0
q_2
XYZ
q_0 lambda lambda = q_1 Z
q_1 f lambda = q_1 Y
q_1 w \ lambda = q_1 Y
q_1 a \ lambda = q_1 X
q_1 e \ lambda = q_1 X
q_1 lambda lambda = q_2 lambda
q_1 \ lambda \ Y = q_2 \ lambda
q_2 f Y = q_2 lambda
q_2 w Y = q_2 lambda
q_2 a X = q_2 lambda
q_2 e X = q_2 lambda
q_2 * Z = q_2 lambda
q_2 \ lambda \ lambda \ = \ q_1 \ 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:

Running The File:

```
o annalin@Annas-MacBook EECS510_Project_Leep_of_Fate_Language % python3 leep_of_fate_program.py
------------------- LEEP of Fate: Rock Chalk Chronicles ---------------

Cast your battle spell with these elements to defeat the Wildcat!
But beware as if the right spell is not casted the Jahawks will admit defeat to the Wild Beast of the West!

Fire: f
Water: w
Air: a
Earth: e
*: Defeating Blow

Enter Your Battle Spell Jayhawk!: ■
```

Valid Input Example (Jayhawk Win):

```
- LEEP of Fate: Rock Chalk Chronicles
Cast your battle spell with these elements to defeat the Wildcat!
But beware as if the right spell is not casted the Jahawks will admit defeat to the Wild Beast of the West!
    Water: w
Air: a
    Earth: e
*: Defeating Blow
Enter Your Battle Spell Jayhawk!: faewfaeae*
               tions:
'lambda', 'lambda', '=', 'q1', 'Z']
'f', 'lambda', '=', 'q1', 'Y']
'lambda', 'lambda', '=', 'q1', 'X']
'a', 'lambda', '=', 'q1', 'X']
'lambda', 'lambda', '=', 'q2', 'lambda']
'lambda', 'lambda', '=', 'q1', 'Xml
'w', 'lambda', '=', 'q1', 'Y]
'lambda', 'Y', '=', 'q2', 'lambda']
'f', 'Y', '=', 'q2', 'lambda']
'a', 'lambda', '=', 'q1', 'X']
'a', 'lambda', '=', 'q1', 'X']
'e', 'lambda', '=', 'q1', 'X']
'e', 'lambda', '=', 'q1', 'X']
'a', 'X', '=', 'q2', 'lambda']
'e', 'X', '=', 'q2', 'lambda']
'e', 'X', '=', 'q2', 'lambda']
'e', 'X', '=', 'q2', 'lambda']
                                                                                        'lambda']
                                                                                        'lambda']
                                                                                        'lambda']
                                                                                         'lambda']
                                                                                        'lambda']
Rock Chalk Jayhwak, Go KU!
```

Invalid Input Example (Wildcat Win):

```
-- LEEP of Fate: Rock Chalk Chronicles
Cast your battle spell with these elements to defeat the Wildcat!
But beware as if the right spell is not casted the Jahawks will admit defeat to the Wild Beast of the West!
 Fire: f
 Water: w
 Air: a
 Earth: e
 *: Defeating Blow
Enter Your Battle Spell Jayhawk!: fefefefefeeeefeffffef*
Reject
```