STORIES GENERATOR

Explain the fundamental concepts of alphabets, strings and languages.

Formally define the different types of finite automata, give examples, identify their elements and know their applications.

Recognize the equivalence between regular expressions and finite automata.

Objectives

Understand and apply both the notions of languages and regular expressions, as well as state automata finite, for pattern recognition, processing, validation and text extraction using a programming

Recognize the equivalence between regular expressions and finite automata.

Methodology

1. Using a deterministic finite automaton to define the flow of history
2. Use regular expressions to validate user decision input
3. Use a context-free grammar to generate any of the histories defined by the deterministic finite automaton

Results

Conclusions

Both automata and grammars can help us define decision trees in a formal way. In this way we can make different applications to current problems related to text processing with the help of regular expressions, and in general to dealing with data.