Theory of Computer Science
Tutorial V

1) Design Turing Machine that recognize the language L= { x | $n_a(x)=n_b(x)$ }
   ∑={a,b}

2) Design a Turing Machine for recognition of binary Palindrome.

3) Design a Turing Machine for well formedness of parenthesis. ∑={(,[,],)}

4) Design a Turing Machine for n^2 where n is an integer and n>=0.

5) Design a Turing Machine that computes remainder and quotient when a unary number is divided by another unary number.