NFA Algorithms. 1. Assidming No symbols or brackets for now. 1. Define a bool indicates whether we should insert empty state as is Epsilon 2. Define a list which contains our states -> [i] insto. 3. Installe characters idx which points to the owner character 48 the given reguler expression with - 1 - one of de con ster de clotes 4. Create initial state 31 (init=T, Term= F, from= E) 5. Append : + 13 the states list biterale for each state in the states list 6.1. apply 63:c (state, charldx, is Epsilon, resere, states 6.2. is Epsilon = ~ is Epsilon -> to sole It 63. Charldx += ! is Epsilon we move the pointer in Case that we are not a Epsilon state liese should continue the NFA also, but lets stop here new t Implement apply logic apply logic (state, charlox, is Epsilon, reger, states 1. Create new empto state > 2: e. Append it to the Boates list -> states. append(s:) 7. if (is Epsilon) 3.1. state. Trans [E]. append [new] 4.1. if (resex (charldx +1) is alpha newmer(c) 4. Plse 4.1.1. state. Trans[*]. append [si) KNE should thank how to handle these cases. 4.2. else