

Implement apply logic apply logic (state, charldx, is Epsilon, reger, states

1. Create new empto state > s:

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. else

4.1.1. state. Trans[*]. append [si)

4.2. else

NWe should thank how to handle these cases.

-> enBand_ square-brac Kers (str -> [Outa]) a-ZA-80-9 1. Two Pointer S& F= 91 2. while (s < str. la) vet STV 1. if (F== '-') 80 (c=s, c<f, c++) retstv += 'c! 2. dif (f == strlen) ret sor 4= sor (s) Jelif (3!=F) 5++ FXX

Class_Stato