**Automate finite**

fisier de intrare - EBNF:

fisier\_input ::= “Q” “:” stari “A” “:” alfabet “T” “:” tranzitii “I” “:” stare\_initiala “F” “:” stari\_finale

stari ::= stare{stare}

stare ::= litera{litera}

litera ::= “a”|”b”|”c”|…|”z”|”A”|”B”|…|”Z”

alfabet ::= litera | cifra

cifra ::= “0”|”1”|”2”|”3”|”4”|”5”|”6”|”7”|”8”|”9”

tranzitii ::= tranzitie {”;” tranzitie}

tranzitie ::= stare alfabet stare

stare\_initiala ::= stare

stari\_finale ::= stare\_finala {stare\_finala}

stare\_finala ::= stare

constantele din C++ - EBNF:

CONST\_CPP ::= ZECIMALA | OCTALA | HEXA | BINARA

ZECIMALA ::= cifra\_nenula {cifra}

cifra\_nenula ::= “1”|”2”|“3”|”4”|”5”|”6”|”7”|”8”|”9”

cifra ::= “0”|”1”|”2”|”3”|”4”|”5”|”6”|”7”|”8”|”9”

OCTALA ::= „0” cifra\_octa {cifra\_octa}

cifra\_octa ::= “0”|“1”|”2”|“3”|”4”|”5”|”6”|”7”

HEXA ::= ”0” (”X” | ”x”) cifra\_hexa {cifra\_hexa}

cifra\_hexa ::= ”0”|“1”|”2”|“3”|”4”|”5”|”6”|”7”|”8”|”9”|”A”|”B”|”C”|”D”|”E”|”F”| ”a”|”b”|”c”|”d”|”e”|”f”

BINARA ::= ”0” (”b” | ”B”) cifra\_binara {cifra\_binara}

cifra\_binara ::= ”0”| ”1”

A -> 1,2,3,4,5,6,7,8,9 -> B

B->0,1,2,3,4,5,6,7,8,9 ->B

A-> 0 -> C

C-> 1,2,3,4,5,6,7->D

D->0,1,2,3,4,5,6,7->D

C-> x,X->E

E-> 1,2,3,4,5,6,7,8,9,A,B,C,D,E,F,a,b,c,d,e,f->F

F->0, 1,2,3,4,5,6,7,8,9,A,B,C,D,E,F,a,b,c,d,e,f->F

C->b,B->G

G->0,1->H

H->0,1->H