



# Finite State Automata Based Reactive Interface Design

Theory of Computation (MC-304) Project

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In this project I had the opportunity to explore how we can use finite state automata and regular machines practical applications and also how the workflow of developers, especially user design developers who work closely with software developers to give their customers the best experience work can benefit from new and easy workflow design.

In this project I explored many popular open source libraries such as cyclejs - a popular framework library that implements graph based data structures. I also got my hands dirty with state-transducer which is a state representation library that can be used to define several states and symbols or *actions* that might lead to the defined *states*.

Secondly I would also like to thank my parents and friends who helped me a lot in finalizing this project within the limited time frame.