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Lab 1

Introduction:

- For this lab we wrote a program that simulates a DFA in C++. The program accepts the language $L=(a|b)^*abb$ and $L=(a|b)^*bba$. The input to the DFA is a string; in the course of processing this string character-by-character, the DFA will undergo the specified state transitions. The DFA accepts the string if it is an accepting state when it has consumed its input; otherwise it rejects the string.

Source Code:

```
/*
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 * CSE 570 Compilers Lab 1
 * Instructor: Dr. Ernesto Gomez
 */

#include <iostream>
#include <string>
#include <vector>
using namespace std;
#define ACCEPTING_STATE 3
#define STATES 4
#define SYMBOLS 2
typedef int State;
// Transition table for DFA1: L = (a|b)*abb
static int transitionTable1[STATES][SYMBOLS] = {{1, 0}, {1, 2}, {1, 3},
{1, 0}};
// Transition table for DFA2: L = (a|b)*bba
static int transitionTable2[STATES][SYMBOLS] = {{0, 1}, {0, 2}, {3, 2},
{0, 1}};
// Initial starting state for both DFA1 and DFA2
State getInitialState()
{
    return 0;
}
// Checks if a given state is in its' accepting state
// Returns true if state == 3, otherwise false
bool isFinalState(State state)
{
    return (state == ACCEPTING_STATE) ? true : false;
}
// Determines what the transition code is given an character
```

```

int getTransition(char input)
{
    if(input != 'a' && input != 'b')
    {
        return -1;
    }
    switch(input)
    {
        case 'a':
            return 0;
            break;
        case 'b':
            return 1;
            break;
        default:
            return -1;
            break;
    }
}

int main()
{
    const string language1 = "(a|b)*abb"; // Language for DFA1
    const string language2 = "(a|b)*bba"; // Language for DFA2
    string testString, currentString;
    vector<string> acceptedStringsDFA1;
    vector<string> acceptedStringsDFA2;
    vector<pair<int, int>> validPositionsForDFA1;
    vector<pair<int, int>> validPositionsForDFA2;
    cout << "Enter a string: ";
    getline(cin, testString);
    if(testString.empty() || testString.length() < 3)
    {
        cerr << "INVALID string!" << '\n';
        return EXIT_FAILURE;
    }
    cout << '\n';
    cout << "String entered: " << testString << "\n";
    cout << "-----\n";
    State state1 = getInitialState();
    State state2 = getInitialState();
    int startingPosForDFA1 = 0, startingPosForDFA2 = 0;
    int currentPosForDFA1 = 0;
    int currentPosForDFA2 = 0;
    int endPosForDFA1 = 0;
    int endPosForDFA2 = 0;
    for(size_t i = 0; i < testString.length(); i++)
    {
        char input = testString[i];
        int transition = getTransition(input);
        if(transition == -1)

```

```

{
    state1 = 0;
    state2 = 0;
    startingPosForDFA1 = i + 1;
    startingPosForDFA2 = i + 1;
}
else
{
    currentString += input;
    state1 = transitionTable1[state1][transition];
    state2 = transitionTable2[state2][transition];
    switch(state1)
    {
        case 0:
            startingPosForDFA1 = i;
            break;
        case 1:
        case 2:
            currentPosForDFA1 = i + 1;
            break;
        case 3:
            endPosForDFA1 = currentPosForDFA1;
            break;
    }
    switch(state2)
    {
        case 0:
            startingPosForDFA2 = i;
            break;
        case 1:
        case 2:
            currentPosForDFA2 = i + 1;
            break;
        case 3:
            endPosForDFA2 = currentPosForDFA2;
            break;
    }
}
if(isFinalState(state1))
{
    validPositionsForDFA1.push_back(make_pair(startingPosForDFA1,
endPosForDFA1));
    acceptedStringsDFA1.push_back(currentString);
    state1 = getInitialState();
}
else if(isFinalState(state2))
{
    validPositionsForDFA2.push_back(make_pair(startingPosForDFA2,
endPosForDFA2));
    acceptedStringsDFA2.push_back(currentString);
}

```

```

        state2 = getInitialState();
    }
}
if(acceptedStringsDFA1.empty() && acceptedStringsDFA2.empty())
{
    cout << "REJECTED for both languages" << '\n';
    return EXIT_FAILURE;
}
if(!validPositionsForDFA1.empty() && !acceptedStringsDFA1.empty())
{
    cout << "VALID position(s) for the language: " << language1 << '\n';
    for(auto v : validPositionsForDFA1)
    {
        cout << v.first << '-' << v.second << '\n';
    }
    cout << "-----\n";
}
if(!validPositionsForDFA2.empty() && !acceptedStringsDFA2.empty())
{
    cout << "VALID positions for the language: " << language2 << '\n';
    for (auto v : validPositionsForDFA2)
    {
        cout << v.first << '-' << v.second << '\n';
    }
    cout << "-----\n";
}
if(!acceptedStringsDFA1.empty())
{
    cout << "ACCEPTED string(s) for " << language1 << ":" << '\n';
    for(auto a : acceptedStringsDFA1)
    {
        cout << a << ' ' << "\n";
    }
    cout << "-----\n";
}
else
{
    cout << "INVALID string(s) for the language: " << language1 << '\n';
    cout << "-----\n";
}
if(!acceptedStringsDFA2.empty())
{
    cout << "ACCEPTED string(s) for " << language2 << ":" << '\n';
    for(auto a : acceptedStringsDFA2)
    {
        cout << a << ' ' << "\n";
    }
    cout << "-----\n";
}
else

```

```
{  
    cout << "INVALID string(s) for the language: " << language2 << '\n';  
    cout << "-----\n";  
}  
return 0;  
}
```

Output:

```
[005319687@csusb.edu@jb359-2 lab1]$ g++ -o lab1 lab1.cpp
[005319687@csusb.edu@jb359-2 lab1]$ ./lab1
Enter a string: abba

String entered: abba
-----
VALID position(s) for the language: (a|b)*abb
0-2
-----
VALID positions for the language: (a|b)*bba
0-3
-----
ACCEPTED string(s) for (a|b)*abb:
abb
-----
ACCEPTED string(s) for (a|b)*bba:
abba
-----
[005319687@csusb.edu@jb359-2 lab1]$ ./lab1
Enter a string: abbabbabbabbba

String entered: abbabbabbabbba
-----
VALID position(s) for the language: (a|b)*abb
0-2
0-5
0-8
0-11
-----
VALID positions for the language: (a|b)*bba
0-3
0-6
0-9
0-13
-----
ACCEPTED string(s) for (a|b)*abb:
abb
abbabb
abbabbabb
abbabbabbabb
-----
ACCEPTED string(s) for (a|b)*bba:
abba
abbabba
abbabbabba
abbabbabbabbba
-----
[005319687@csusb.edu@jb359-2 lab1]$ █
```