

Version 1.01

UCSD CSE 30 Section B

Computer Organization and Systems Programming

PA 3 Prep

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DEC PDP 11/45 - 1973



PA3: Programming a Deterministic Finite Automaton

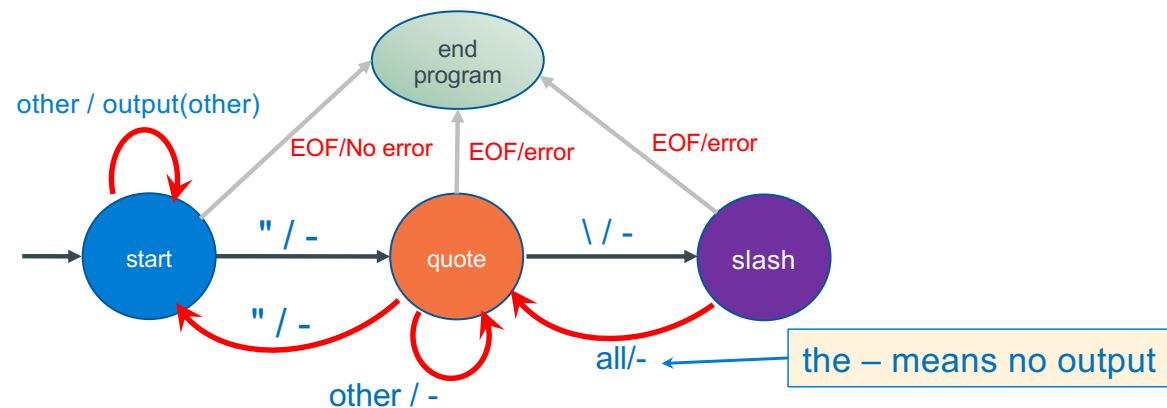
Rules for this DFA example in these slides

Copy input to output while removing everything in "strings" from output

input: *ab*"foo"*cd*
output: *abcd*

Special Case: If Inside a string, a \ is an escape sequence, ignore the next char
Allows you to put an " in a string

input: *ab*"foo\"bar"*cd*
output: *abcd*



Programming a Deterministic Finite Automaton – The Files

- Break the program into three files
- `noq.c` is where main loop is, imports declarations in `states.h`
- `states.h` is the public interface to the state handlers in `states.c`
- `states.c` definition of the state handler functions, imports declarations in `states.h`
- Observe there is no `.h` file for `noq.c`, as it does not have any interface exports

```
noq.c
#include "states.h"
main() function
    current state variable
```

```
states.h
#define for each state "value"
function prototypes for each state
Note: state/function names should be descriptive
```

```
states.c
#include "states.h"
function definitions for each state
```

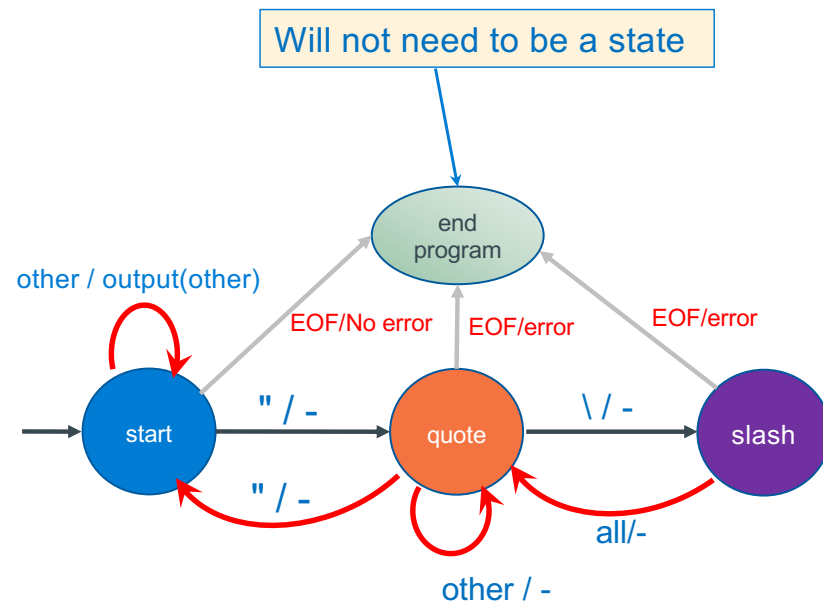
Programming a Deterministic Finite Automaton - states.h

```
// public interface file states.h
#ifndef STATES_H
#define STATES_H

// Assign a value for each state
#define START 0
#define QUOTE 1
#define SLASH 2

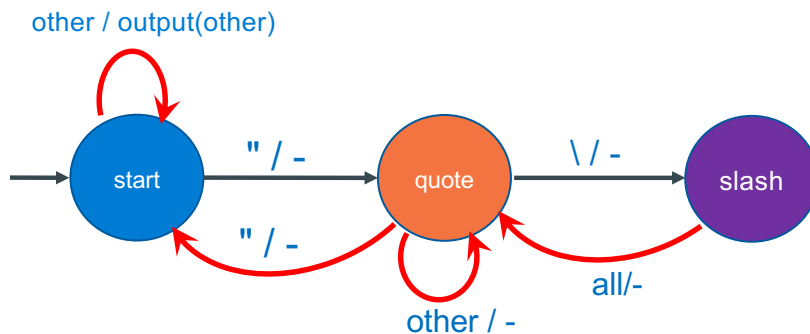
// Function prototypes
// for each state handler
int STARTstate(int);
int QUOTEstate(int);
int SLASHstate(int);

#endif
```



- Each function implements the **arcs** out of that state
 - returns the next state** based on the input
 - performs any actions associated with arc taken**

Programming a Deterministic Finite Automaton – states.c



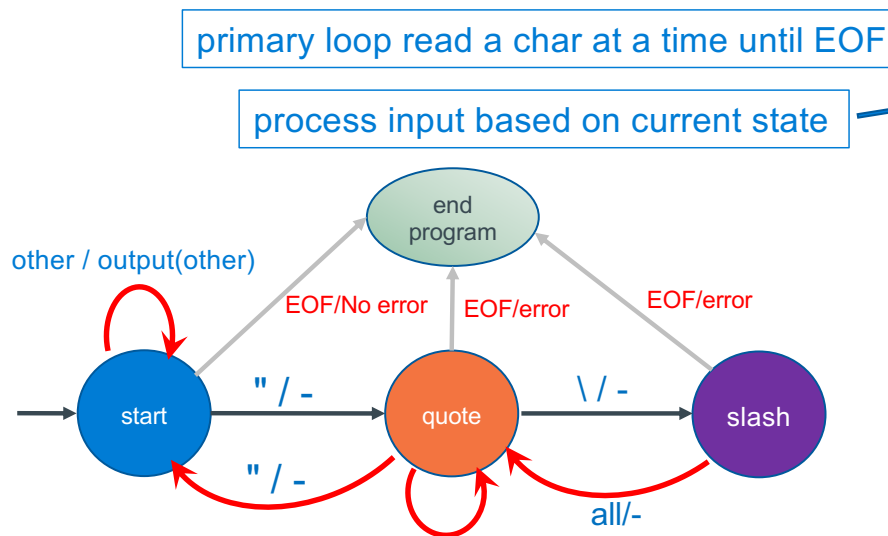
```
#include <stdio.h>
#include "states.h"
int STARTstate(int c)
{
    if (c == '"')
        return QUOTE;           // saw a double quote
    putchar(c);                 // echo input
    return START;               // stay in START
}

int QUOTEstate(int c)
{
    if (c == '\\')
        return SLASH;           // backslash ignore next char
    else if (c == '"')
        return START;           // closing " go to START
    return QUOTE;
}

int SLASHstate()
{
    return QUOTE;
}
```

states.c

Programming a Deterministic Finite Automaton – noq.c



```

int main(void)
{
    int c;           // input char
    int state = START; // initial state of DFA

    while ((c = getchar()) != EOF) {
        switch (state) {
            case START:
                state = STARTstate(c);
                break;
            case QUOTE:
                state = QUOTEstate(c);
                break;
            case SLASH:
                state = SLASHstate();
                break;
            default:
                fprintf(stderr, "Error: Invalid state (%d)\n");
                return EXIT_FAILURE;
        } // end switch
    } // end while
}

/*
 * All done. No explicit end state used here.
 * if not in start state, we have an error
 */
if (state == START)
    return EXIT_SUCCESS;
// ok we had an error
fprintf(stderr, "noq error: Missing end quote \"\n");
return EXIT_FAILURE;
}
  
```

call state handlers based on current state
state handlers return next state

check ending "state"

Aside: Remember make from CSE15L?

```
# CSE30SP24 DFA Example

# if you type 'make' without arguments, this is the default
PROG      = noq
all:      $(PROG)

# header files and the associated object files
HEAD      = states.h
SRC       = noq.c states.c
OBJ       = ${SRC:%.c=%.o}

# special libraries
LIB        =
LIBFLAGS   = -L ./ $(LIB)

# select the compiler and flags you can over-ride on command line
# e.g., make DEBUG=
CC         = gcc
DEBUG      = -ggdb
CSTD       =
WARN       = -Wall -Wextra
CDEFS      =
CFLAGS     = -I. $(DEBUG) $(WARN) $(CSTD) $(CDEFS)

$(OBJ):    $(HEAD)

# specify how to compile/assemble the target
$(PROG):   $(OBJ)
           $(CC) $(CFLAGS) $(OBJ) $(LIB) -o $@

# remove binaries
.PHONY: clean clobber
clean:
  rm -f $(OBJ) $(PROG)
```

Programming a Deterministic Finite Automaton - testing

```
$ make
gcc -I. -ggdb -Wall -Wextra -c -o noq.o noq.c
gcc -I. -ggdb -Wall -Wextra -c -o states.o states.c
gcc -I. -ggdb -Wall -Wextra noq.o states.o -o noq
$ ./noq
123"456"789
123789
"123"45"67"
45
"123
456
78"9
9
"test
^d
noq error: Missing end quote "
$ cat in
line1"34"
"line2"line2
line3"
line4
$ ./noq < in > out
noq error: missing end quote "
$ cat out
line1
line2
line3$
```

typed input in red
output in blue