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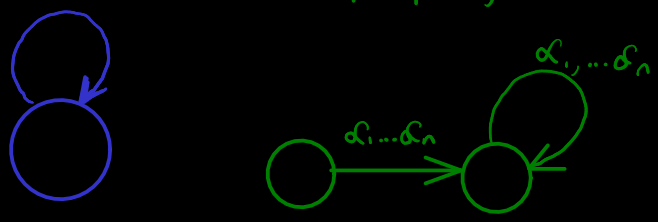
$\{\alpha_1|\ldots|\alpha_n\}$ where α_i are terminals

$\alpha_1 \ldots \alpha_n$ $\quad\quad$ $\{\alpha_1|\ldots|\alpha_n\}^+$



2nd example = Java floating-point numerals

single precision $\quad$ double precision

<digits> ⟶ {<digit>}$^+$ $\quad\quad$ <suffix> ⟶ f | F | d | D

<exponent> ⟶ (E|e) [+|−] <digits>

<float> ⟶ <digits> . [<digits>] [<exponent>] [<suffix>] |

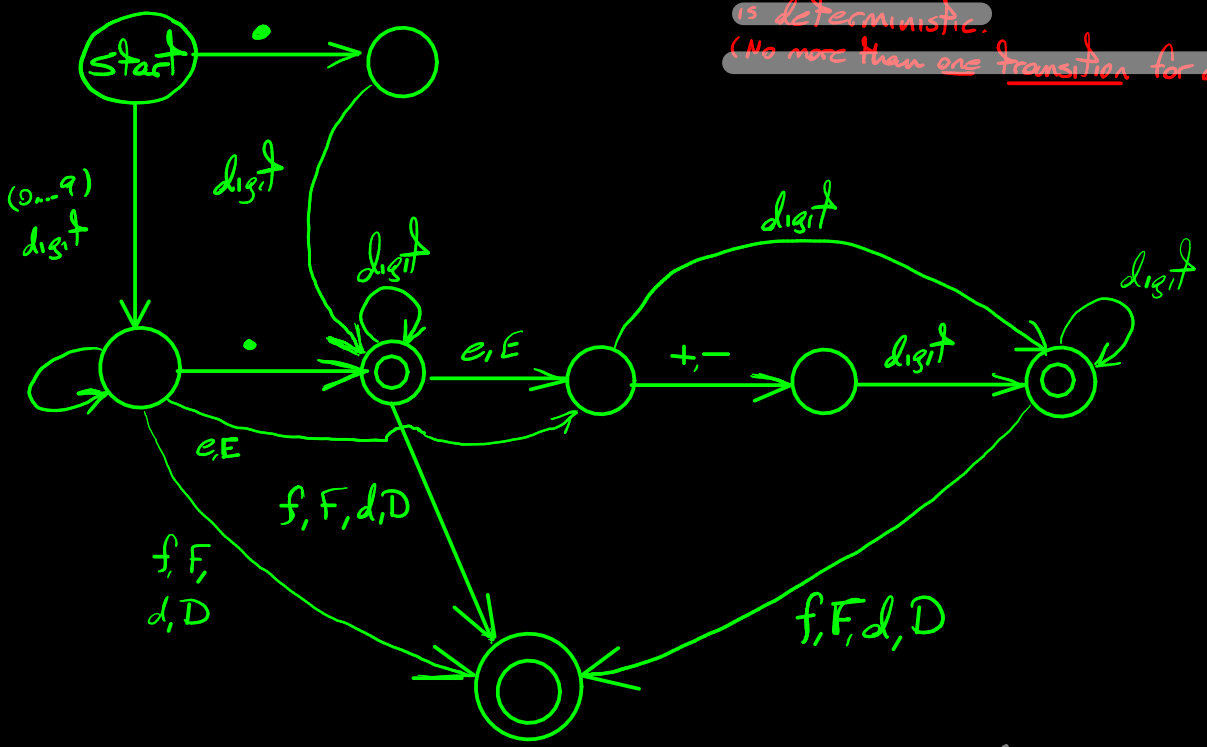
. <digits> [<exponent>] [<suffix>] |

<digits> <exponent> [<suffix>] |

<digits> [<exponent>] <suffix>

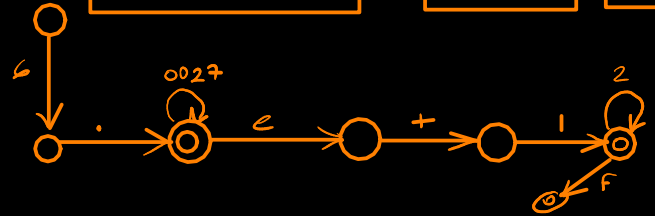
Construct a DFA to accept <float>

Make sure your automaton is deterministic.
(No more than one transition for any state-input pair)



When DFA's are used for lexical analyzers, the longest-token rule is used: the DFA should run until it gets stuck.

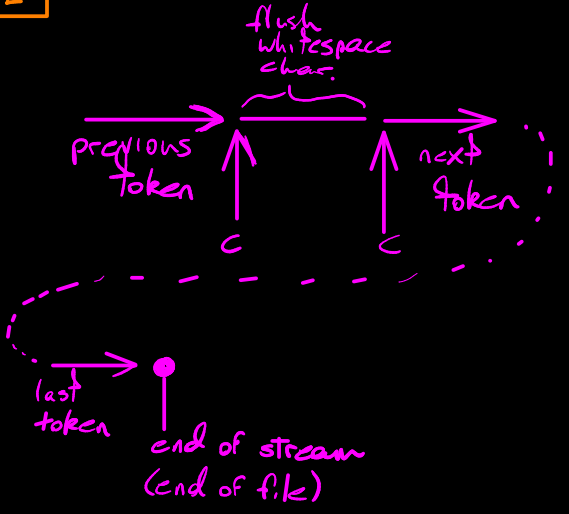
ex= 6.0027e+12F $\quad$ 3E-9D $\quad$ 3e3f $\quad$ 2. $\quad$ .3



If the DFA gets stuck in a final state, a valid token is extracted

If the DFA gets stuck in a non-final state, an invalid token is extracted

cx = 12.3E␣ 123␣ .␣ 12.3E-



DFA driver algorithm

t holds the string extracted so far
c holds the current input character
state holds the current state

```
t = empty string;
state = START;
if(c is a whitespace char)
{
  advance c to the next non-whitespace character
}
IF(EndOfStream)
    return -1;
while (not EndOf Stream)
{
  nextState = δ(state c);
  if (nextState == UNDEFINED)   //DFA will halt
  {
    if(state is a final state)
        return 1;    //valid token extracted
    else                  //c is an unexpected char, invalid token extracted
    {
      t = t + c;
      c = next character on the input stream;
      return 0;
    } //else
  } //if
  else          //DFA will continue
  {
    state = nextState;
    t = t + c;
    c = next char on the input stream
  } //else
} //while
//end of stream reached while last token is being extracted
if (state == a final state) return 1; //the last token is valid
else return 0;    //the last token is invalid
```

This driver can't be applied to all DFA's.

3 ways to implement state-transition function δ:

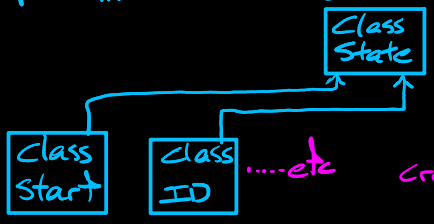
① Nested conditions or nested switch statements

```
if (state == start)
{
  if(c == a letter) return id state;
  else if (c == a digit) return int state;
  else if(c == '+') return plus state;
}
else if (state == id)
{
  enumerate transitions for id state;
}
```

② Arrays

- Create 2D array of [state, input char]
- The array's values are states.
- See example Java programs for 1 & 2, and also for the driver

③ Implement states as a class.



generic (or virtual) function δ(character input) with empty body

create a subclass for each state

```
State s;
  ⋮
nextState = s.δ(c);
```

Redefine body of δ in each of the subclasses