

PRACTICE QUESTIONS

1. Design a FA with $\Sigma = \{0, 1\}$, which accepts strings which start with 1 and end with 0.
2. Design a FA with $\Sigma = \{0, 1\}$, which accepts strings which contain three consecutive 0's.
3. Design a FA with $\Sigma = \{0, 1\}$, which accepts the only input 101.
4. Design a FA with $\Sigma = \{0, 1\}$, which accepts strings which contain three consecutive 1's.
5. Design a FA with $\Sigma = \{0, 1\}$, which accepts strings which always end with 101.
6. Draw a DFA for the language accepting strings starting with '101' over input alphabets $\Sigma = \{0, 1\}$
7. Draw a DFA for the language accepting strings starting with 'ab' over input alphabets $\Sigma = \{a, b\}$
8. Draw a DFA for the language accepting strings starting with 'a' over input alphabets $\Sigma = \{a, b\}$
9. Draw a DFA that accepts a language L over input alphabets $\Sigma = \{0, 1\}$ such that L is the set of all strings starting with '00'.
10. Construct a DFA that accepts a language L over input alphabets $\Sigma = \{a, b\}$ such that L is the set of all strings starting with 'aa' or 'bb'.
11. Construct a DFA that accepts a language L over input alphabets $\Sigma = \{a, b\}$ such that L is the set of all strings starting with 'aba'.
12. Draw a DFA for the language accepting strings ending with '0' over input alphabets $\Sigma = \{0, 1\}$.
13. Draw a DFA for the language accepting strings ending with '01' over input alphabets $\Sigma = \{0, 1\}$.
14. Draw a DFA for the language accepting strings ending with '00' over input alphabets $\Sigma = \{0, 1\}$.
15. Draw a DFA for the language accepting strings ending with '011' over input alphabets $\Sigma = \{0, 1\}$.
16. Draw a DFA for the language accepting strings ending with '0110' over input alphabets $\Sigma = \{0, 1\}$.
17. Draw a DFA for the language accepting strings ending with '0011' over input alphabets $\Sigma = \{0, 1\}$.
18. Draw a DFA for the language accepting strings starting with '0' over input alphabets $\Sigma = \{0, 1\}$.
19. Draw a DFA for the language accepting strings starting with '00' or '11' over input alphabets $\Sigma = \{0, 1\}$?

20. Consider the finite state machine whose transition function δ is given below in the form of a transition table. Here $Q = \{q_0, q_1, q_2, q_3\}$, $\Sigma = \{0, 1\}$, Initial state = q_0 , $F = \{q_0\}$. Give the entire sequence of states for the input string 110001.

Transition Function Table		
State	Input	
	0	1
q_0	q_2	q_1
q_1	q_3	q_0
q_2	q_0	q_3
q_3	q_1	q_2

21. Design a Finite Automaton with $\Sigma = \{0, 1\}$, which accepts strings which always end with 101.
22. Construct automaton equivalent to $M = (\{q_0, q_1\}, \{0, 1\}, \delta, q_0, \{q_0\})$, where δ is defined by its state table as follows :

Transition Function Table		
State	Input	
	0	1
q_0	q_0	q_1
q_1	q_1	$\{q_0, q_1\}$

23. Find the Deterministic Automaton equivalent to $M = (\{q_0, q_1, q_2\}, [a, b], \delta, q_0, \{q_2\})$, where δ is as follows :

Transition Function Table		
State	Input	
	a	b
q_0	$\{q_0, q_1\}$	q_2
q_1	q_0	q_1
q_2	\emptyset	$\{q_0, q_1\}$

24. Construct the DFA equivalent to $M = (\{q_0, q_1, q_2, q_3\}, \{0, 1\}, \delta, q_0, \{q_3\})$, where δ is as follows :

Transition Function Table		
State	Input	
	a	b
q_0	$\{q_0, q_1\}$	q_0
q_1	q_2	q_1
q_2	q_3	q_3
q_3	\emptyset	q_2

25. Construct the DFA equivalent to $M = (\{q_0, q_1, q_2, q_3\}, \{0, 1\}, \delta, q_0, \{q_3\})$, where δ is as follows :

Transition Function Table		
State	Input	
	a	b
q_0	$\{q_1, q_3\}$	$\{q_2, q_3\}$
q_1	q_1	q_3
q_2	q_3	q_2
q_3	\emptyset	\emptyset

26. $M = (\{q_1, q_2, q_3\}, \{0, 1\}, \delta, q_1, \{q_3\})$ is a non-deterministic finite automaton, where δ is given by $\delta(q_1, 0) = \{q_2, q_3\}$, $\delta(q_1, 1) = \{q_1\}$, $\delta(q_2, 0) = \{q_1, q_2\}$, $\delta(q_2, 1) = \emptyset$, $\delta(q_3, 0) = \{q_2\}$, $\delta(q_3, 1) = \{q_1, q_2\}$.

Construct an equivalent DFA.

27. Construct a minimum state automaton equivalent to the finite automaton described by the following transition table :

Transition Function Table		
State	Input	
	0	1
q_0	q_1	q_5
q_1	q_6	q_2
q_2	q_0	q_2
q_3	q_2	q_6
q_4	q_7	q_5
q_5	q_2	q_6
q_6	q_6	q_4
q_7	q_6	q_2

(Initial State : q_0 and Final State : q_2)

28. Construct a minimum state automaton equivalent to the finite automaton described by the following transition table :

Transition Function Table		
State	Input	
	0	1
q0	q1	q2
q1	q1	q3
q2	q3	q4
q3	q1	q5
q4	q4	q2
q5	q5	q5

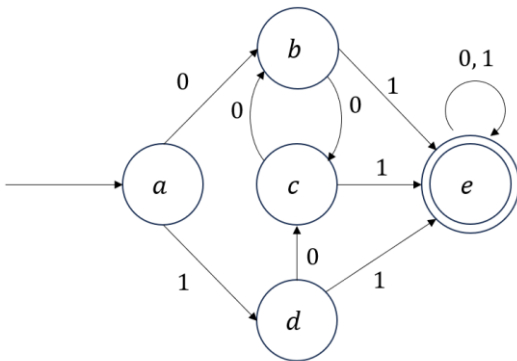
(Initial State : q0 and Final State : q5)

29. Construct a minimum state automaton equivalent to the finite automaton described by the following transition table :

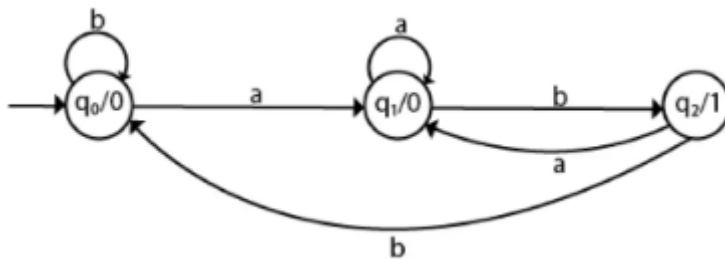
Transition Function Table		
State	Input	
	0	1
q0	q1	q2
q1	q4	q3
q2	q4	q3
q3	q5	q6
q4	q7	q6
q5	q3	q6
q6	q6	q6
q7	q4	q6

(Initial State : q0 and Final States : q3,q4)

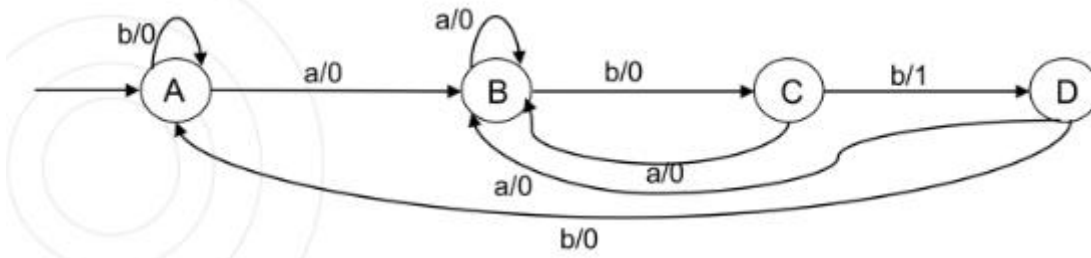
30. Minimize the following DFA :



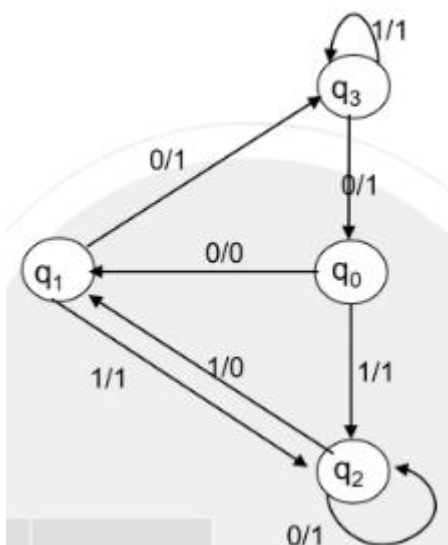
31. Convert the following Moore Machine to equivalent Mealy Machine.



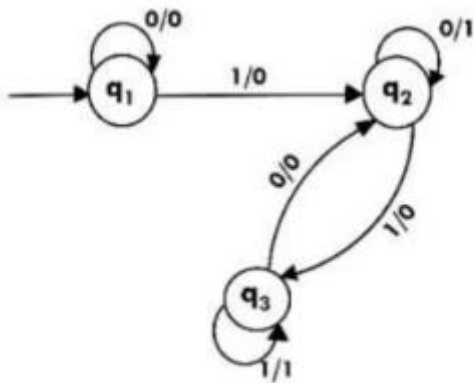
32. Convert the following Mealy Machine to equivalent Moore Machine.



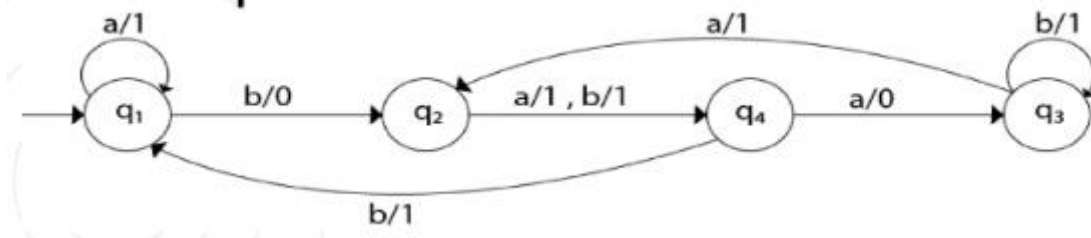
33. Convert the following Mealy Machine to equivalent Moore Machine. (Initial State= q_0)



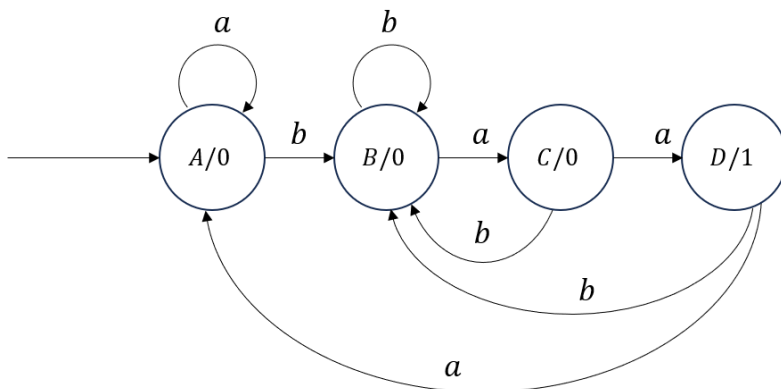
34. Convert the following Mealy Machine into equivalent Moore Machine.



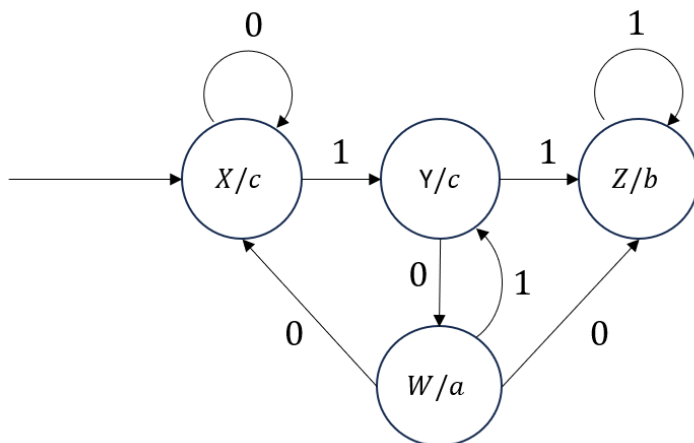
35. Convert the following Mealy Machine into equivalent Moore Machine.



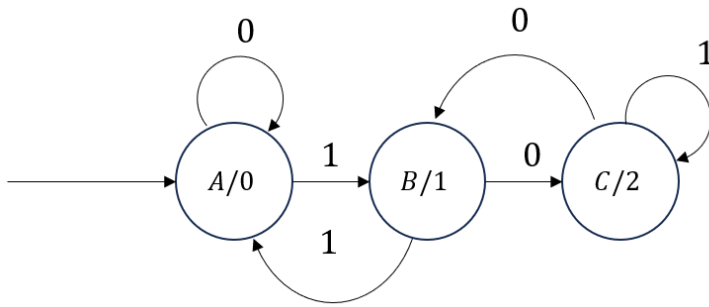
36. Convert the following Moore Machine to equivalent Mealy Machine.



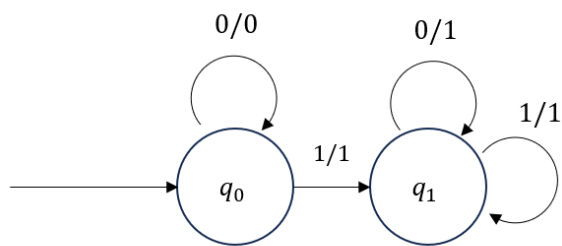
37. Convert the following Moore Machine to equivalent Mealy Machine.



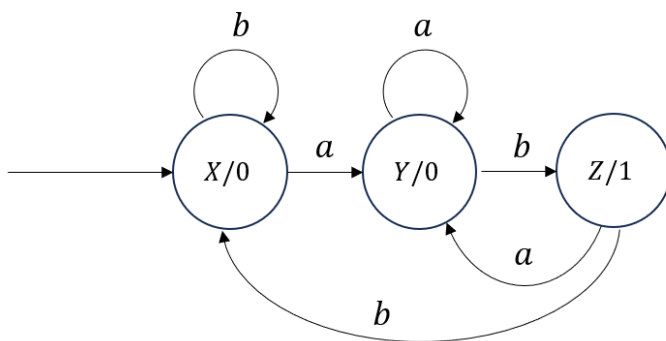
38. Convert the following Moore Machine to equivalent Mealy Machine.



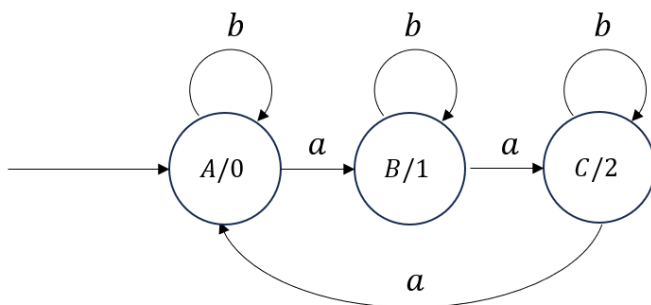
39. Convert the following Mealy Machine to equivalent Moore Machine.



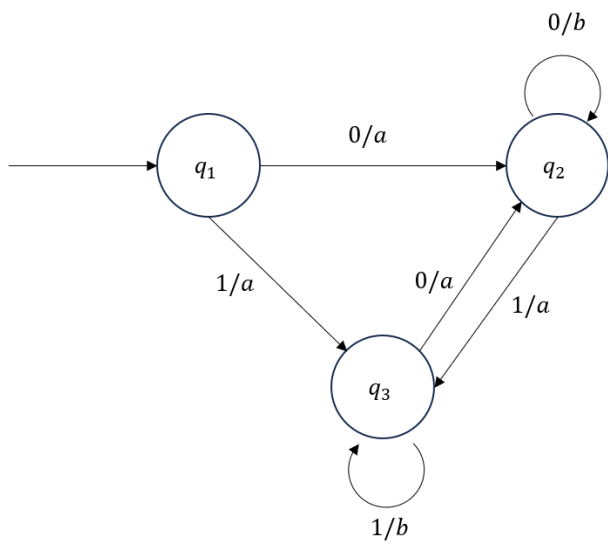
40. Convert the following Moore Machine to equivalent Mealy Machine.



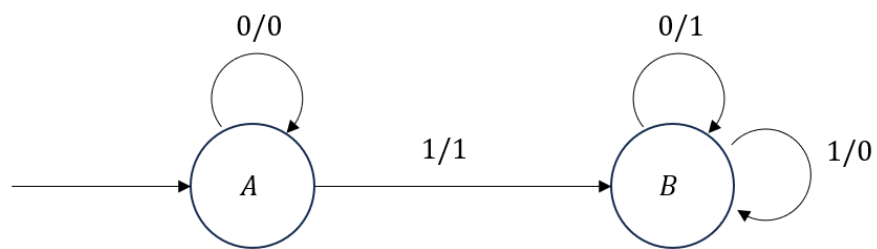
41. Convert the following Moore Machine to equivalent Mealy Machine.



42. Convert the following Mealy Machine to equivalent Moore Machine.



43. Convert the following Mealy Machine to equivalent Moore Machine.



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