

<https://github.com/filipiasinovschi/FLCD/tree/master/LAB4>

The Finite Automaton is structured as a class with 5 fields: Q, E, q0, F, T.

The transitions T are kept in a HashMap, where each pair (q, a) is mapped to a list of destination states, for example: (q, 1) → p, meaning q goes to p with value 1.

In order for the FA to accept a sequence, it goes through each symbol and checks that the respective point can be reached by following the FA transitions.

EBNF states = word { word }

initialState = word

finalStates = word { word }

alphabet = word {word}

transitions = word word word

word = character {character}

character = "a" | "b" | ... | "z" | "A" | "B" | ... | "Z" | "0" | "1" | "2" | "3" | "4" | "5" | "6" | "7" | "8" | "9"