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**FACULTY  
OF INFORMATION  
TECHNOLOGY  
CTU IN PRAGUE**

Bachelor's thesis

**Thesis title (SPECIFY)**

*Your Name & degrees*

Department of ... (SPECIFY)

Supervisor: Your Supervisor's Name (SPECIFY)

November 3, 2020



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# Acknowledgements

THANKS (remove entirely in case you do not wish to thank anyone)



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## Abstrakt

V několika větách shrňte obsah a přínos této práce v českém jazyce.

**Klíčová slova** Replace with comma-separated list of keywords in Czech.

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## Abstract

Summarize the contents and contribution of your work in a few sentences in English language.

**Keywords** Replace with comma-separated list of keywords in English.



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# Introduction

## 1.1 Motivation, Focus of Thesis

Finite automata have been first described by Warren McCulloch and Walter Pitts in 1943 and since then they have become one of the cornerstones of computer science. While finite automata research is limited nowadays, it is still something that we build upon today and every student of computer science needs to understand its concepts.

And although there is a lot of resources one can learn from, there is a lack of those that utilize modern tools. One of such modern tools is iPad (and touch devices in general). I'd like to fill in this gap and build a finite automata editor native application for iPad in this thesis.

Furthermore, I'd like to expand on the recent work done at FIT CTU concerning development of algorithms library and, more importantly for this thesis, finite automata algorithms including simulating input. This library is named Algorithms Library Toolkit and it has been open sourced.

Last but not least, in this thesis I will try out the new iOS programming declarative paradigm which has been introduced by Apple with the new SwiftUI framework with the combination of a functional architecture, called Composable Architecture.

The main motivation of this thesis is to improve how students learn finite automata and more specifically, enhance the current course BI-AAG that is taught at FIT CTU. It's also an opportunity to try out algorithms library in practice and create a concrete example of how it can be leveraged.

## 1.2 Thesis Goals

Goals of this thesis are the following:

- prepare and explore how to create interface for automata library

- find possible solutions of how to detect automata elements from shapes made by hand on the touch screen
- implement a prototype of an automata editor for iPad
- assess the usability of SwiftUI and Composable Architecture
- perform user testing of the implemented automata editor prototype

### 1.3 Thesis Structure

Let me now introduce you to the structure of the rest of the thesis:

- In **Chapter 2** I will go over the theoretical concepts to properly explain terms and concepts on which it will be built upon later.
- **Chapter 3** is concerned with analysis of already existing solutions of creating automata editor.
- **Chapter 4** is about the design of the editor itself.
- In **Chapter 5** I will write about the implementation.
- **Chapter 6** will go into the specifics of user testing and its outcomes.
- In **Chapter 7** I will assess the usability of the new SwiftUI framework alongside with a functional Composable Architecture.
- **Conclusion** is the last chapter of this thesis.



## CHAPTER 2

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# Theory



CHAPTER **3**

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**Analysis**



# **Automata Editor Design**



# Implementation





## User testing



# **SwiftUI and Composable Architecture Assessment**



# Conclusion



## Acronyms

**GUI** Graphical user interface

**XML** Extensible markup language





## Contents of enclosed CD

	readme.txt .....	the file with CD contents description
	exe .....	the directory with executables
	src .....	the directory of source codes
	wbdcm .....	implementation sources
	thesis .....	the directory of $\text{\LaTeX}$ source codes of the thesis
	text .....	the thesis text directory
	thesis.pdf .....	the thesis text in PDF format
	thesis.ps .....	the thesis text in PS format