9 6 12

1. If endif- if a variable is not defined, ignore this header file
2. Header files-hold prototypes for functions
3. FLAT
4. Catagories of abstract machines
5. Chaunsky’s language type
6. Automata
   1. Push down automata- context free languages
   2. Linear bounded
      1. Context sensitive
   3. Turing machines
      1. Recursively enumerable
   4. Others
      1. Random access
      2. Parallel random access
   5. Discrete transition from one state to another
7. Scanner- reads input, carves it into chunks (comments, declarations,etc) gives it to computer
8. Compilers use more powerful grammar for parsing
   1. Gets semantics (machine code) from code
9. Finite state automata def
   1. Quintuple {S,S0,C,F,T}
   2. S- list of states
      1. S0- initial
      2. States are circles
   3. T- transition fns
   4. C- choices
10. We use moore machines
    1. Actions occur on transitions, not on states
11. Languages
    1. Symbols
       1. A,b,0,1…
       2. Sigma = alphabet, finite set of symbols
       3. Strings- sequences of letters
       4. String notions
          1. Length?
          2. Do 2 match?
          3. Concatenation
          4. Is null?
          5. V^r = reversed word
          6. Set of all strings is sigma\*
             1. Language is subset of above