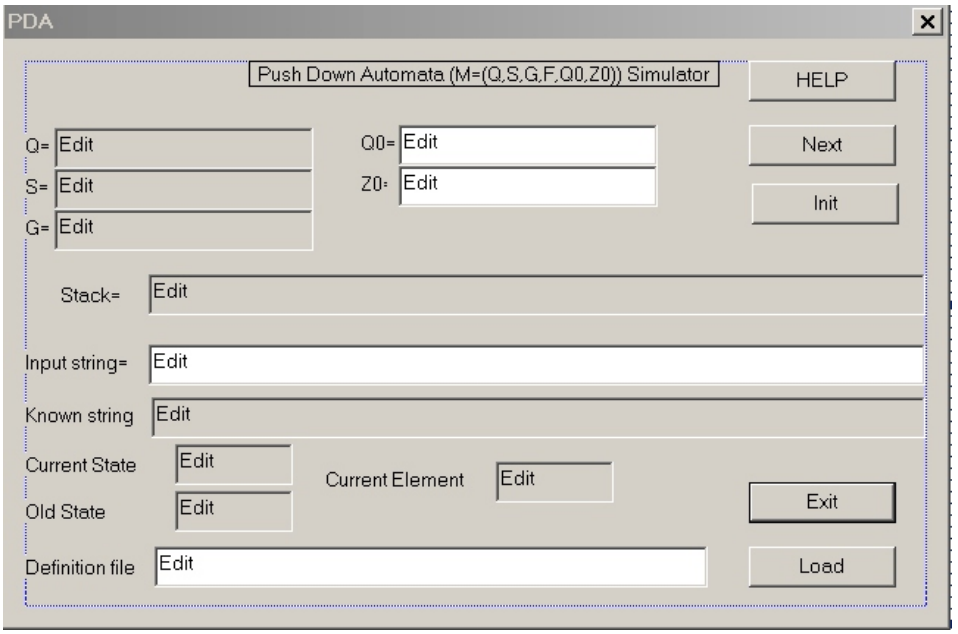
Push Down Automata Simulator

It was realised as a project for Base of Computing Course and was intended for teaching purpose, eventually for laboratory use.

This course was taught by Grigore Albenu at students from II year of University Spiru-Haret, Faculty of Mathematics Computer-Science.

It is in fact a simulator for any Push Down Automata. The automata is given in a form of a file description who have: the input language of system, the language of the stack, initial value of a stack, law of the system.

It is realized in Visual C 6.0 in dialogue base with the following interface:



Where the field from interface have significance:

- Q= the states of PDA
- S= the input alphabet
- G=the stack alphabet
- Z0=the initial element who is in stack
- Q0=the initial state of PDA
- Stack =stack of PDA
- Input string = sequence of elements form S
- Known string = sequence of elements form S who was analysed until now
- Current State =current state of automata
- Old State = the old state from where the automata arrive with the input element the current element
- Current Element = the element who made the transition
- Definition File = it is the description file of automata
- Load =load the behavioural of automata from definition file
- Init =initialize the automata
- Next =make the next transition