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EXPERIMENT 2:-

PROGRAM:-

```
include<stdio.h>
#include<string.>
int main()
{
    int
    i,j,k,l,m,next_state[20],n,mat[10][10][10],flag,p; int
    num_states,final_state[5],num_symbols,num_final;
    int present_state[20],prev_trans,new_trans;
        char
    ch,input[20]; int
    symbol[5],inp,inp1;
        printf("How many states in the NFA : ");
    scanf("%d",&num_states);
        printf("How many symbols in the input alphabet : ");
    scanf("%d",&num_symbols);
    for(i=0;i<num_symbols;i++)
    {
        printf("Enter the input symbol %d : ",i+1);
        scanf("%d",&symbol[i]);
    }
        printf("How many final states : ");
    scanf("%d",&num_final);
    for(i=0;i<num_final;i++)
    {
        printf("Enter the final state %d : ",i+1);
    scanf("%d",&final_state[i]);
    }
        //Initialize all entries with -1 in Transition table
    for(i=0;i<10;i++)
    {
        for(j=0;j<10;j++)
        {
            for(k=0;k<10;k++)
            {
                mat[i][j][k]=-1;
            }
        }
    }
        //Get input from the user and fill the 3D transition table
    for(i=0;i<num_states;i++)
    {
```

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```
        for(j=0;j<num_symbols;j++)
        {
            printf("How many transitions from state %d for the input %d :
",i,symbol[j]);
            scanf("%d",&n);
            for(k=0;k<n;k++)
            {
                printf("Enter the transition %d from state %d for the input
%d : ",k+1,i,symbol[j]);
                scanf("%d",&mat[i][j][k]);
            }
        }
        printf("The transitions are stored as shown below\n");
        for(i=0;i<10;i++)
        {
            for(j=0;j<10;j++)
            {
                for(k=0;k<10;k++)
                {
                    if(mat[i][j][k]!=-1)
                        printf("mat[%d][%d][%d] = %d\n",i,j,k,mat[i][j][k]);
                }
            }
        }
        while(1)
        {
            printf("Enter the input
string : ");
            scanf("%s",input);
            present_state[0]=0;
            prev_trans=1;
            l=strlen(input);
            for(i=0;i<l;i++)
            {
                if(input[i]=='0')
                    inp1=0;
                else if(input[i]=='1')
                    inp1=1;
                else
                {
                    printf("Invalid input\n");
                    exit(0);
                }
            }
            for(m=0;m<num_symbols;m++)
```

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```
{
    if(inp1==symbol[m])
    {
        inp=m;
        break;
    }
}
new_trans=0;
for(j=0;j<prev_trans;j++)
{
    k=0;
    p=present_state[j];
    while(mat[p][inp][k]!=-1)
    {
        next_state[new_trans++]=mat[p][inp][k];
        k++;
    }
}
for(j=0;j<new_trans;j++)
{
    present_state[j]=next_state[j];
}
prev_trans=new_trans;
}
flag=0;
for(i=0;i<prev_trans;i++)
{
    for(j=0;j<num_final;j++)
    {
        if(present_state[i]==final_state[j])
        {
            flag=1;
            break;
        }
    }
}
if(flag==1)
printf("Accepted\n");
else
    printf("Not accepted\n");
printf("Try with another input\n");
}
}
```

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OUTPUT:-

```
How many states in the NFA : 4
How many symbols in the input alphabet : 2
Enter the input symbol 1 : 0
Enter the input symbol 2 : 1
How many final states : 1
Enter the final state 1 : 2
How many transitions from state 0 for the input 0 : 1
Enter the transition 1 from state 0 for the input 0 : 1
How many transitions from state 0 for the input 1 : 1
Enter the transition 1 from state 0 for the input 1 : 3
How many transitions from state 1 for the input 0 : 2
Enter the transition 1 from state 1 for the input 0 : 1
Enter the transition 2 from state 1 for the input 0 : 2
How many transitions from state 1 for the input 1 : 1
Enter the transition 1 from state 1 for the input 1 : 1
How many transitions from state 2 for the input 0 : 0
How many transitions from state 2 for the input 1 : 0
How many transitions from state 3 for the input 0 : 1
Enter the transition 1 from state 3 for the input 0 : 3
How many transitions from state 3 for the input 1 : 2
Enter the transition 1 from state 3 for the input 1 : 2
Enter the transition 2 from state 3 for the input 1 : 3
The transitions are stored as shown below
mat[0][0][0] = 1
mat[0][1][0] = 3
mat[1][0][0] = 1
mat[1][0][1] = 2
mat[1][1][0] = 1
mat[3][0][0] = 3
mat[3][1][0] = 2
mat[3][1][1] = 3
Enter the input string : 0111010
Accepted
Try with another input
Enter the input string : 10010101
Accepted
Try with another input
Enter the input string : 100100
Not accepted
Try with another input
Enter the input string : 011011
Not accepted
```