

## 1. C program to simulate Nondeterministic Finite Automata (NFA ending with ab).

```
#include <stdio.h>
#include <string.h>

int main() {
    char input[100];
    int current[10], next[10];
    int nCurrent, nNext;

    // Define accepting state
    int finalState = 2;

    printf("....Compiled by Jigyasa Koirala....\n");
    printf("Enter a string over {a, b}: ");
    scanf("%s", input);

    // Start state
    current[0] = 0;
    nCurrent = 1;

    for (int i = 0; i < strlen(input); i++) {
        char ch = input[i];
        nNext = 0;

        for (int j = 0; j < nCurrent; j++) {
            int st = current[j];

            // NFA transitions
            if (st == 0 && ch == 'a') {
                next[nNext++] = 0; // loop
                next[nNext++] = 1; // go to 1
            }
            if (st == 1 && ch == 'b') {
                next[nNext++] = 2; // final
            }
        }

        // copy next ? current
        for (int k = 0; k < nNext; k++)
            current[k] = next[k];

        nCurrent = nNext;
    }
}
```

```

// Check if any current state is final
int accepted = 0;
for (int i = 0; i < nCurrent; i++) {
    if (current[i] == finalState)
        accepted = 1;
}

if (accepted)
    printf("String Accepted\n");
else
    printf("String Rejected\n");

return 0;
}

```

### Output:

```

....Compiled by Jigyasa Koirala....
Enter a string over {a, b}: aaaaab
String Accepted

-----
Process exited after 5.685 seconds with return value 0
Press any key to continue . . .

....Compiled by Jigyasa Koirala....
Enter a string over {a, b}: abbbbabaaa
String Rejected

-----
Process exited after 7.119 seconds with return value 0
Press any key to continue . . .

```

## 2. Program to implement NFA from Regular Expression

```

#include <stdio.h>
#include <string.h>

// NFA for regex a*b
// States:
// 0 = start
// 1 = loop for a
// 2 = final (after b)

int main() {

```

```

char input[100];
int current[10], next[10];
int nCurrent, nNext;

printf("....Compiled by Jigyasa Koirala....\n");
printf("Enter a string over {a, b}: ");
scanf("%s", input);

// start state
current[0] = 0;
nCurrent = 1;

int finalState = 2;

for (int i = 0; i < strlen(input); i++) {
    char ch = input[i];
    nNext = 0;

    for (int j = 0; j < nCurrent; j++) {
        int st = current[j];

        // transitions for regex a*b

        // from state 0 ? on 'a' ? stay in 0
        if (st == 0 && ch == 'a')
            next[nNext++] = 0;

        // from state 0 ? on 'b' ? go to final state 2
        if (st == 0 && ch == 'b')
            next[nNext++] = 2;

        // from final state, no more transitions
    }

    // update current states
    for (int k = 0; k < nNext; k++)
        current[k] = next[k];

    nCurrent = nNext;

    if (nCurrent == 0)
        break; // dead end
}

```

```

// check acceptance
int accepted = 0;
for (int i = 0; i < nCurrent; i++) {
    if (current[i] == finalState)
        accepted = 1;
}

if (accepted)
    printf("String Accepted\n");
else
    printf("String Rejected\n");

return 0;
}

```

### Output:

```

C:\Users\user\Documents\NF... x + v
....Compiled by Jigyasa Koirala....
Enter a string over {a, b}: aaaab
String Accepted

-----
Process exited after 26.07 seconds with return value 0
Press any key to continue . . .

C:\Users\user\Documents\NF... x + v
....Compiled by Jigyasa Koirala....
Enter a string over {a, b}: bbb
String Rejected

-----
Process exited after 5.928 seconds with return value 0
Press any key to continue . . .

```

### 3. A simple and basic program in C to convert NFA to DFA (does not handle null moves)

```

#include <stdio.h>

int main() {
    // NFA transition table (bitmasks)
    // nfa[state][symbol] = bitmask of next states
    // symbol: 0 = 'a', 1 = 'b'

    int nfa[3][2] = {
        { 1<<0 | 1<<1, 1<<0 }, // state 0
        { 0,      1<<2 },      // state 1
    };
}

```

```

    { 0,    0 }    // state 2
};

// DFA will have at most  $2^3 = 8$  states
int dfa[8][2] = {0};
int used[8] = {0};

int queue[8], front = 0, rear = 0;

// start DFA state = {0} ? bitmask = 001 = 1
queue[rear++] = 1;
used[1] = 1;

while (front < rear) {
    int set = queue[front++];

    // for each symbol a (0) and b (1)
    for (int sym = 0; sym < 2; sym++) {

        int nextSet = 0;

        // check each NFA state
        for (int s = 0; s < 3; s++) {
            if (set & (1<<s)) {    // if s in current set
                nextSet |= nfa[s][sym];
            }
        }

        dfa[set][sym] = nextSet;

        // if new subset, add to queue
        if (!used[nextSet]) {
            used[nextSet] = 1;
            queue[rear++] = nextSet;
        }
    }
}

// print result
printf("....Compiled by Jigyasa Koirala....\n");
printf("....NFA to DFA.....\n");
printf("DFA Transition Table (subset form):\n");
printf("State\tOn a\tOn b\n");
for (int i = 0; i < 8; i++) {

```

```

        if (used[i]) {
            printf("%03d\t%03d\t%03d\n", i, dfa[i][0], dfa[i][1]);
        }
    }

    return 0;
}

```

### Output:

```

C:\Users\user\Documents\8..€ X + v
....Compiled by Jigyasa Koirala....
....NFA to DFA....
DFA Transition Table (subset form):
State   On a   On b
001      003   001
003      003   005
005      003   001

-----
Process exited after 0.8162 seconds with return value 0
Press any key to continue . . .

```

### NOTE :-

1. If your states are  $q_0, q_1, q_2$  they will be represented as follows (in the table)  
 $q_0 = 2^0 = 1$   
 $q_1 = 2^1 = 2$   
 $q_2 = 2^2 = 4$
2. Similarly union of states will be represented as -  
 $q_0, q_1 = 2^0 + 2^1 = 3$   
 $q_1, q_2 = 2^1 + 2^2 = 6$   
 $q_0, q_1, q_2 = 2^0 + 2^1 + 2^2 = 7$
3. Do not give any condition for "phi"....  
 That case is not handled... (Coz I m Lazy :P)
4. Follow zero based indexing everywhere
5. Program assumes that if "Number of states are = n", then they are numbered as  $q_0, q_1, q_2 \dots q_{(n-1)}$
6. If you find any bug, msg me and forgive me for the errors

### 4. A program to convert NFA to DFA using conversion table.

```

#include <stdio.h>
#define STATES 3    // number of NFA states
#define ALPHABET 2  // a, b
#define MAX_DFA 8   // 2^3 possible subsets

```

```

int main() {
    int nfa[STATES][ALPHABET];
    int dfa[MAX_DFA][ALPHABET] = {0};
    int used[MAX_DFA] = {0};
    int queue[MAX_DFA];
    int front = 0, rear = 0;

    printf("Enter NFA transition table (use bitmask like 1 for {0}, 3 for {0,1}, 0 for empty):\n");
    printf("For example: If from state 0 on 'a' goes to {0,1}, enter 3.\n\n");

    // Input NFA transitions
    for (int s = 0; s < STATES; s++) {
        for (int a = 0; a < ALPHABET; a++) {
            printf("NFA[%d][%c] = ", s, 'a' + a);
            scanf("%d", &nfa[s][a]);
        }
    }

    // Start DFA state = {0} = 1 << 0 = 1
    int start = 1;
    queue[rear++] = start;
    used[start] = 1;

    // Subset Construction
    while (front < rear) {
        int set = queue[front++];

        // For each input symbol (a, b)
        for (int sym = 0; sym < ALPHABET; sym++) {
            int nextSet = 0;

            // For each NFA state
            for (int s = 0; s < STATES; s++) {
                if (set & (1 << s)) {
                    nextSet |= nfa[s][sym];
                }
            }

            dfa[set][sym] = nextSet;

            if (!used[nextSet]) {
                used[nextSet] = 1;
                queue[rear++] = nextSet;
            }
        }
    }
}

```

```

    }
}

// Print DFA Conversion Table
printf("\nDFA Conversion Table:\n");
printf("DFA State\tOn a\tOn b\n");

for (int s = 0; s < MAX_DFA; s++) {
    if (used[s]) {
        printf("%03d\t\t%03d\t%03d\n", s, dfa[s][0], dfa[s][1]);
    }
}

return 0;
}

```

### Output:

```

C:\Users\user\Documents\8.e  X  +  v
Enter NFA transition table (use bitmask like 1 for {0}, 3 for {0,1}, 0 for empty):
For example: If from state 0 on 'a' goes to {0,1}, enter 3.

NFA[0][a] = 3
NFA[0][b] = 1
NFA[1][a] = 0
NFA[1][b] = 4
NFA[2][a] = 0
NFA[2][b] = 0

DFA Conversion Table:
DFA State    On a    On b
001          003     001
003          003     005
005          003     001

-----
Process exited after 27.33 seconds with return value 0
Press any key to continue . . .

```