LAB 3

Simulating Non-Deterministic Finite Automata

The aim of this programming assigment is to write a Haskell program that given a non-deterministic finite automaton N and a word w, determines if $w \in \mathrm{L}(N)$. The non-deterministic finite state machine may be an example from the textbook. The simulation will also specify all the transitions starting from the initial state and arriving to the accept state.