

LINK: <https://github.com/lavrric/UniversityProjects/tree/main/FLCD/>

FA =

STATES_NO "\n" STATE_NAMES

FINAL_STATES_NO "\n" FINAL_STATE_NAMES

TRANSITION_NO "\n" TRANSITIONS

STATES_NO = NUMBER

STATE_NAMES = {NAME "\n"}

FINAL_STATES_NO = NUMBER

FINAL_STATE_NAMES = {NAME "\n"}

TRANSITION_NO = NUMBER

TRANSITION = NAME " " NAME " " CHARACTERS

NUMBER = "0" | NZ_DIGIT{DIGIT} NZ_DIGIT = "1" | "2" | ... | "9"; DIGIT = "0" | NZ_DIGIT

NAME = LETTER{LETTER} LETTER = "a" | .. | "z" | "A" | .. | "Z"

CHARACTERS = {CHAR} CHAR = any char

DOCUMENTATION

- TRANSITION, STATE – helpful classes]
- FA - __load_file__ - loads FA from file based on the previously mentioned EBNF
- check_string(s) – checks if the string is in the language generate by the FA