**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