# COMPSCI 4TB3 Group 02

Mingnam Su(sum1), Jessica Lei(leij11), and Suri Jia(jias5)

## Description

Our task for this project is to take a step further with Jupyter Notebook's given functionalities by providing users with the ability to animate any given algorithm. We will be implementing animations using the features of svg or by some other means.

The implementation can be tested successfully by achieving step-by-step animation while running the following program:

- derivation of sentence
- execution of FSM
- algorithms for making FSM deterministic and minimal
- algorithm of checking FSM equivalence
- execution of pushdown automata
- generalized parsing

This project will be documented and demonstrated by Jupyter notebooks throughout the development period. We hope to learn more about code generation after finishing this project, by generating SVG code based on the execution of given program. Furthermore, it also helps us to consolidate our knowledge on the topics and materials learned throughout the course.

### Resources Used

COMPSCI 4TB3 Course Notes on jhub4 by Dr. Emil Sekerinski, McMaster University, January 2020

Development Tool (IDE):

http://lighttable.com/

CSS manual and guides:

https://css-tricks.com/animating-svg-css/

SVG animation guides:

https://www.w3schools.com/graphics/svg\_intro.asp

### Division of Work

#### Generalized task:

- testing / experiment / documentation as implementation progresses

### Mingnan:

 svg animation and algorithm implementation of algorithms for making FSM deterministic and minimal generalized parsing

#### Jessica:

 svg animation and algorithm implementation of derivation of sentence execution of pushdown automata

#### Suri:

 svg animation and algorithm implementation of execution of FSM algorithm of checking FSM equivalence
 poster design

# Weekly Schedule

Feb 26th Completion of project proposal

March 4th Beginning of algorithm implementation

March 11th Completion of algorithm implementation

March 18th Completion of animation implementation

March 25th Completion of testing and experiments

April 1st Bug fixes and finalizing the project

April 6th Completion of project poster