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Programing Languages

User’s Manual

Setup and Compilation

1. Download and unzip the submission from eLearning on a Linux box in the multi-platform lab.
2. The submission includes:
   1. FSA Folder
   2. fsa1.txt
   3. fsa2.txt
   4. Input Folder
   5. legal1.txt
   6. legal2.txt
   7. ilegal1.txt
   8. ilegal2.txt
   9. src Folder
   10. circle.png
   11. FSA.css
   12. FSA.java
   13. FSAGui.java
   14. Handler.java
   15. PrintFSA.java
3. Environment: This has been tested using intelliJ.
4. Compiling: From intelliJ (or your favorite Java IDE), make sure your IDE knows that FSAGui.java is the main file and that your IDE is JavaFX compatible. Click run.

Running the program. The program will open a window with two options. The first option is used to load an FSA. After selecting Load FSA option, type in the name of the file. Make sure the FSA text file is in the FSA folder and type in the full text name. (ex: fsa1.txt). After entering the text and clicking load, a window will pop up and display the FSA diagram.

NOTE: The diagram displays the states but not the transitions.

If you select to input, you can either type in a custom input or a file containing name. (EX: xxxxyxxxza or legal1.txt). The window will tell you whether the program ran correctly or not.

Extra lisp feature.

The program will generate a lisp program. To run the program, launch xlwin32.exe. From the command line, enter (load “FSA.lsp). If all goes well, you will see T. After this, enter (demo) to test various inputs.