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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.

JAVA part.

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).

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.

Prolog part.

After the fsa text file has been loaded, a fsa.pl file will appear in the folder directory. To run this program, open your favorite prolog IDE. Make sure the file is in a folder that is reachable by your IDE. From your IDE enter “[fsa].” . The program should compile with no issues. After a successful compile, issue the command “good.”. The compiler should respond with yes to indicate the input is valid. If you issue the command “bad.”, the compiler will say no.