

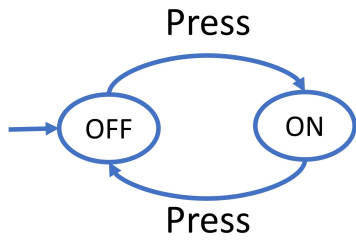
# Automata Theory

Lecture 1

21/10/2021

o Useful to model hardware and software.

## Example of an Automaton: on/off switch



o Two states : on and off

o Only one input : Press

↳ Represent the external influence on the system.

↳ Push button has an effect dependent of the state.

o Initial state

Finish!