USAC/CUNOC

Ingeniería en Ciencias y Sistemas Laboratorio de Lenguajes Formales y de Programación Ronald Danilo Chávez Calderón 200130586

Definición de Clases

CLASES UML

IDE

- tokensPink1: string[]
- tokensBlue1: string[]
- tokensBlue2: string[]
- tokensGreen2: string[]
- tokensGreen4: string[]
- tokensGreen5: string[]
- tokensGreen6: string[]
- tokensPurple6: string[]
- tokensGray6: string[]
- tokensGreen7: string[]
- tokensCyan7: string[]
- tokensGreen8: string[]
- tokensOrange8: string[]
- tokensBrown8: string[]
- tokensGreen10: string[]
- tokensGreen12: string[]
- tokensGreen14: string[]
- tokensGreen15: string[]
- closedString: bool
- closedLongCommentary: bool
- closedShortCommentary: bool
- stringLength: int
- isStringIncreasing: bool
- row: int
- column: int
- lineFirstindex: int
- lineLastindex: int

+ IDE()

- + colorText(): int
- + compareToDefinedTokens(): string
- + compile(): string
- + processText
- + openFileGT(): void
- + openFileLogGTE(): void
- + openFileProjectGTP(): void
- + saveFileGT(): void
- + saveFileLogGTE(): void
- + saveFileProjectGTP(): void
- + isString(): bool
- + isCharacter(): bool
- + isDecimal(): bool
- + isInteger(): bool
- + isBoolean(): bool

Automaton

- states: string[]
- alphabet: string[]
- transitionFunction: string[,]
- initialState: string
- finalStates: string[]
- actualState: string
- actualLetter: string
- + Automaton()
- + nextState(): string
- + AFD(): string