Project 3

ReadMe

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<table>
<tr><td>Language coded</td><td>C# (Mono)</td></tr>
<tr><td>Approach</td><td>I created three classes to complete the requirements of this assignment:
<table>
<tr><td>app.cs</td><td>This is the main entry point for the C# application, I modified it from the skeleton.cs file given to us initially. This class’s responsibility is to either instigate the test class or the finite state machine class, depending on the given input.</td></tr>
<tr><td>fsm.cs</td><td>This class holds the implementation of the finite state machine. It has a debug mode which will print out each result.
I programmed the finite state machine that is split between a dictionary of integers to functions and the functions themselves. The constructor initializes the Dictionary<int, Func<char, int>> which is then processed at each iteration of the input string. If a given character at a given state is incorrect, I inform the user by printing out “BAD RESULT”.</td></tr>
<tr><td>tests.cs</td><td>This is my test class, I currently have 28 tests that go through individual functions to the entire parsing process. I have both sad path and happy path tests.</td></tr>
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<tr><td>Problems</td><td>As documented on the forums here:
https://catalyst.uw.edu/gopost/conversation/jimwhite/802320
I ran into some problems with my output being correct. I feel this is fixed now, thank you for the advice.</td></tr>
<tr><td>Results</td><td>Please look at output.html for the results to this project. Also, as instructed, my results are posted here:
http://uakari.ling.washington.edu/473/roylance.html</td></tr>
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