

1. Define Tokens

Type : int | float | bool | String

Id : identifier

Keyword : if | else | while | for | return

A-D : + | - | * | /

B-D : << | >> | & | |

Assign D : =

C-D : < | > | == | != | <= | >=

terminating : ;

LBraket : {

• INT :

RBraket : }

• FLOAT :

LParen : (

• BOOL : TRUE | FALSE

RParen :)

• STRING :

Separating : ,

whitespaces: tab | new | blanks

2. Regular Expression

i) Type : (int | float | bool | String)

• INT : (0 | (- | .) ((non-zero) | (non-zero) digit*))

• float : (INT) . (0 | (non-zero) | digit* (non-zero))

• String : (" (digit | letter | whitespace)* ")

- bool : (true | false)

2) Id

- Id : (Letter | _)(Letter, Digit | _)*

3) keywords.

- keywords : (if | else | while | for | return)

4) A-D

- A-D : (+ | - | * | /)

5) B-D

- B-D : (<< | >> | & | |)

6) Assign O

- Assign O : (=)

7) C-D

- C-D : (<(=|<) | >(=|>) | (=|!:)=)

8) terminate

- terminate : ;

9) LBasket

- LBasket : (())

10) RBasket

- RBasket : (?)

11) Lparen

- Lparen : (()

12) Rparen

- Rparen : ())

13) Separating

- Separating : (,)

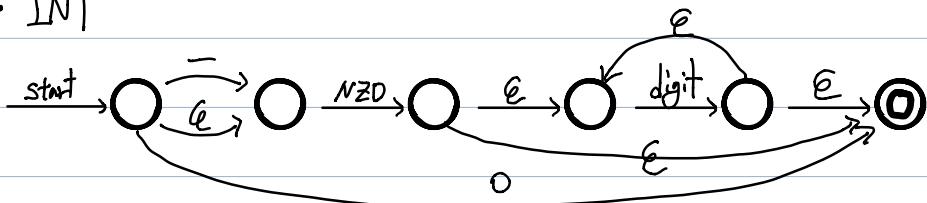
14) whitespaces

- whitespaces : (wt | wh | blank) *

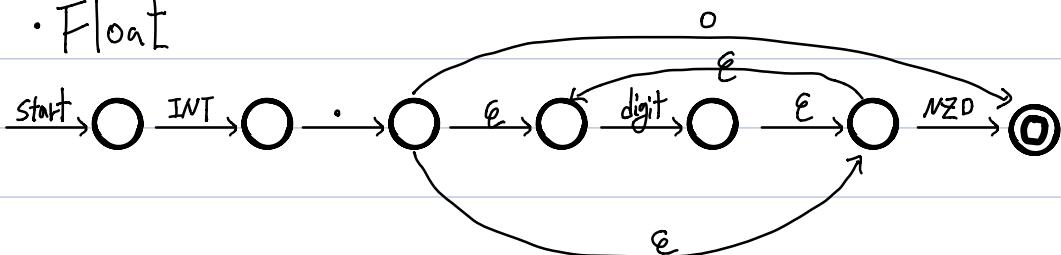
3. NFA

Non-zero digit = NZD

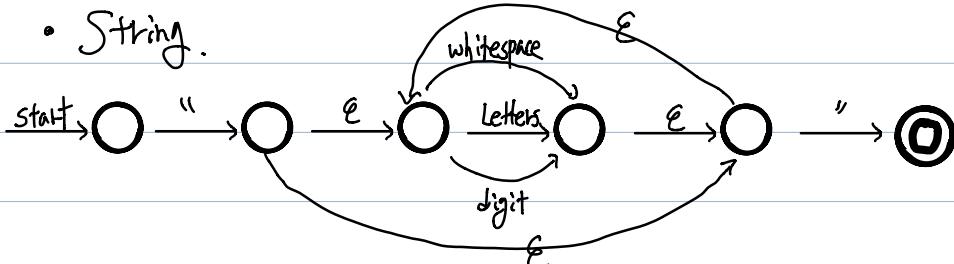
- INT



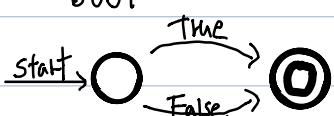
- Float



- String

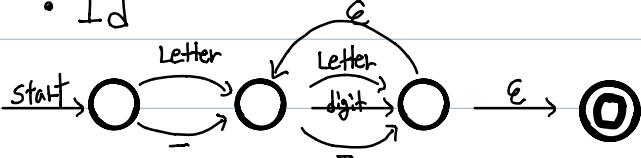


- bool



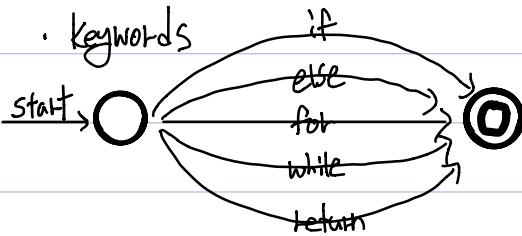
2) Id

• Id



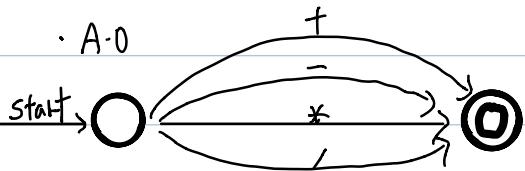
3) keywords

• keywords



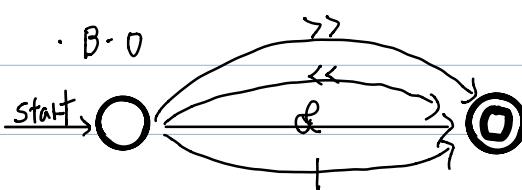
4) A·0

• A·0



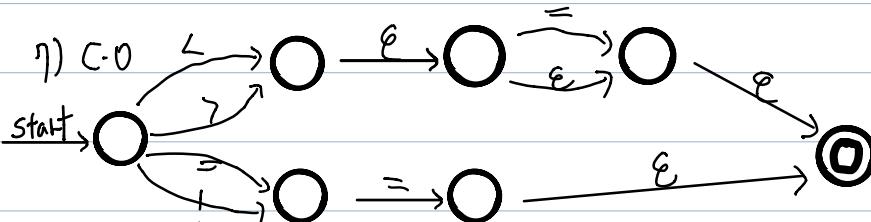
5) B·0

• B·0



6) Assign 0

• Assign 0



8) terminate



9) LBasket



10) RBasket



11) LParen



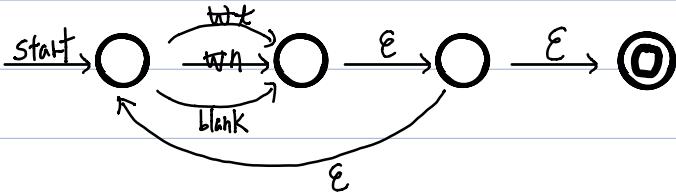
12) RParen



13) Separating

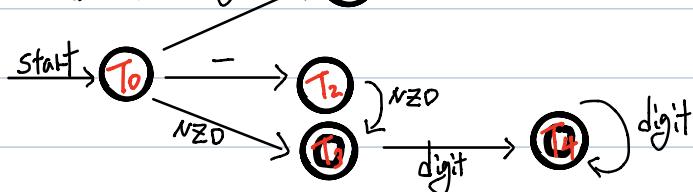


14) whitespaces



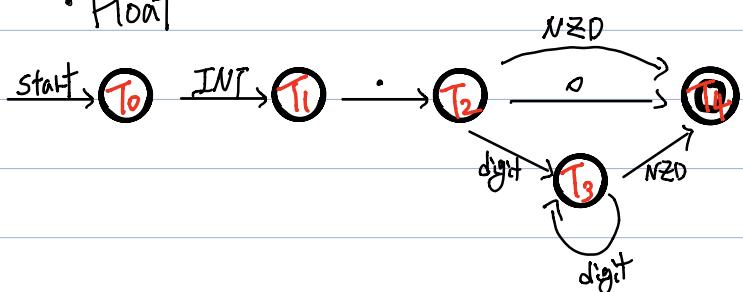
4. DFA

• INT



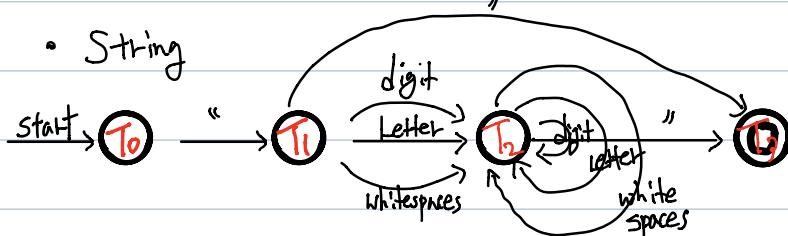
	0	-	NZD	digit
T ₀	T ₁	T ₂	T ₃	X
T ₁	X	X	X	X
T ₂	X	X	T ₃	X
T ₃	X	X	X	T ₄
T ₄	X	X	X	T ₄

• Float



	INT	.	NZD	0	digit
T ₀	T ₁	X	X	X	X
T ₁	X	T ₂	X	X	X
T ₂	X	X	T ₄	T ₄	T ₃
T ₃	X	X	T ₄	X	T ₃
T ₄	X	X	X	X	X

• String



	"	digit	letter	white spaces
T ₀	T ₁	X	X	X
T ₁	T ₃	T ₂	T ₂	T ₂
T ₂	T ₃	T ₂	T ₂	T ₂
T ₃	X	X	X	X

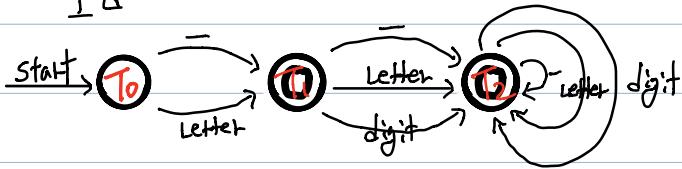
• bool



	True	False
T ₀	T ₁	X
T ₁	X	X

2) Id

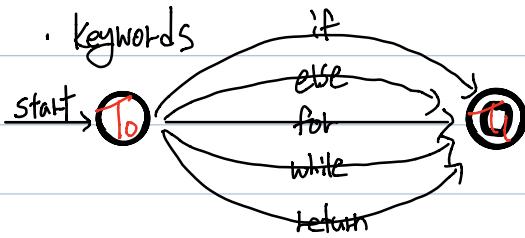
• Id



	-	letter	digit
T_0	T_1	T_1	X
T_1	T_2	T_2	T_2
T_2	T_3	T_3	T_3

3) keywords

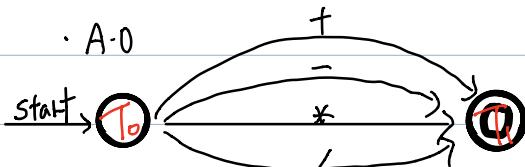
• keywords



	if	else	for	while	return
T_0	T_1	T_1	T_1	T_1	T_1
T_1	X	X	X	X	X

4) A·O

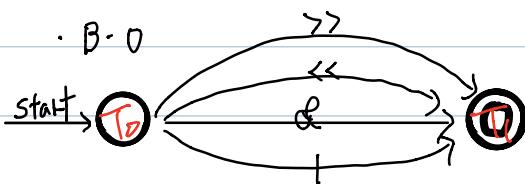
• A·O



	+	-	*	/
T_0	T_1	T_1	T_1	T_1
T_1	X	X	X	X

5) B·O

• B·O



	>>	<<	&	
T_0	T_1	T_1	T_1	T_1
T_1	X	X	X	X

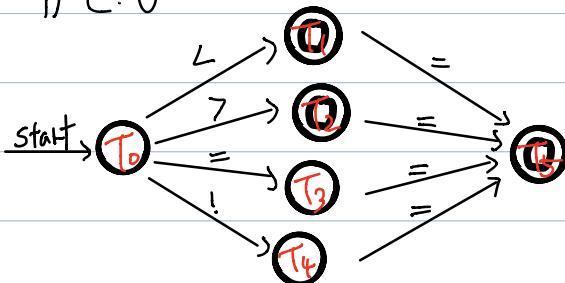
6) Assign O

• Assign O



	=
T_0	T_1
T_1	X

7) C·O



	<	>	=	!
T_0	T_1	T_2	T_3	T_4
T_1	X	X	T_5	X
T_2	X	X	T_5	X
T_3	X	X	T_5	X
T_4	X	X	T_5	X
T_5	X	X	X	X

8) terminate



		j
	T_0	T_1
	T_1	x

9) L Basket



		{
	T_0	T_1
	T_1	x

10) R Basket



		}
	T_0	T_1
	T_1	x

11) L Paren



		(
	T_0	T_1
	T_1	x

12) R Paren



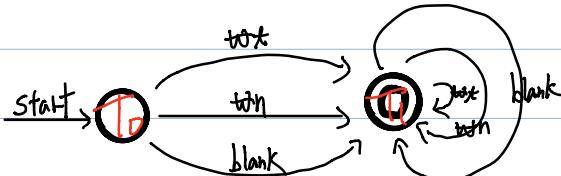
)
	T_0	T_1
	T_1	x

13) Separating



		,
	T_0	T_1
	T_1	x

14) whitespaces.



	text	text	blank
	T_0	T_1	T_1
	T_1	T_1	T_1