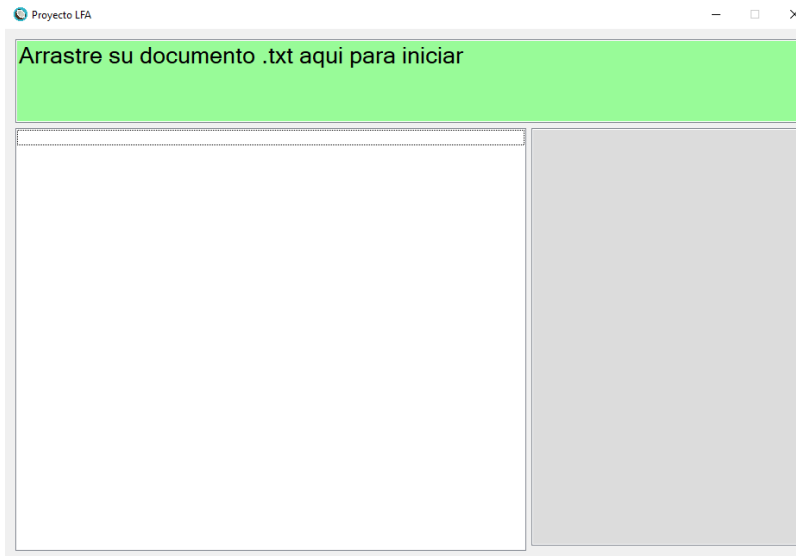
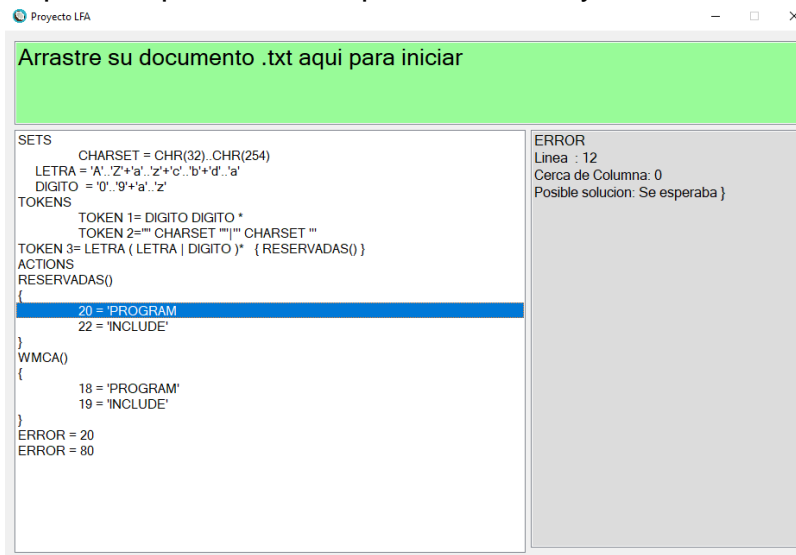


“Manual de Usuario”

1) Arrastre su archivo al área verde



2) Espere al que termine el procesamiento y observe el resultado



3) Espere al que termine el procesamiento y observe el resultado

Tablas

Smbolo	First	Last	Nullable
<DIGITO>	1.	1.	False
.	1.	1, 2.	False
<DIGITO>	2.	2.	False
*	2.	2.	True
	1, 3, 6.	1, 2, 5, 8.	False
"	3.	3.	False
'	3.	4.	False
<CHARSET>	4.	4.	False
~	3.	5.	False
^	5.	5.	False
	3, 6.	5, 8.	False
'	6.	6.	False
.	6.	7.	False

Smbolo	Follow
1	2, 56.
2	2, 56.
3	4.
4	5.
5	56.
6	7.
7	8.
8	56.
9	56.
10	11.
11	56.
12	56.
13	56.

Estado	<DIGITO>	"	<CHARSET>	* <th>^</th> <th>/<</th>	^	/<
1, 3, 6, 9, 10, 12.	2, 56	4	---	7	56	11, 17
2, 56	2, 56	---	---	---	---	---
4	---	---	5	---	---	---
5	---	---	56	---	---	---
56	---	---	---	---	---	---
7	---	---	8	---	---	---
8	---	---	---	56	---	---
11, 17, 56	---	---	---	---	56	---
15, 56	---	---	---	---	56	---
21	---	---	---	---	---	---
38, 56	---	---	---	---	---	---
24	---	---	---	---	---	---

Generar Programa

Grafo

4) Luego Precione “Generar Programa” y seleccione la carpeta a la cual desea generar el automata, y el programa actual se cerrara

Tablas

Smbolo	First	Last	Nullable
<DIGITO>	1.	1.	False
.	1.	1, 2.	False
<DIGITO>	2.	2.	False
*	2.	2.	True
	1, 3, 6.	1, 2, 5, 8.	False
"	3.	3.	False
'	3.	4.	False
<CHARSET>	4.	4.	False
~	3.	5.	False
^	5.	5.	False
	3, 6.	5, 8.	False
'	6.	6.	False
.	6.	7.	False

Smbolo	Follow
1	2, 56.
2	2, 56.
3	4.
4	5.
5	56.
6	7.
7	8.
8	56.
9	56.
10	11.
11	56.
12	56.
13	56.

Estado	<DIGITO>	"	<CHARSET>	*	^	/<
1, 3, 6, 9, 10, 12.	2, 56	4	---	7	56	11, 17
2, 56	2, 56	---	---	---	---	---
4	---	---	5	---	---	---
5	---	---	56	---	---	---
56	---	---	---	---	---	---
7	---	---	8	---	---	---
8	---	---	---	56	---	---
11, 17, 56	---	---	---	---	56	---
15, 56	---	---	---	---	56	---
21	---	---	---	---	---	---
38, 56	---	---	---	---	---	---
24	---	---	---	---	---	---

Generar Programa

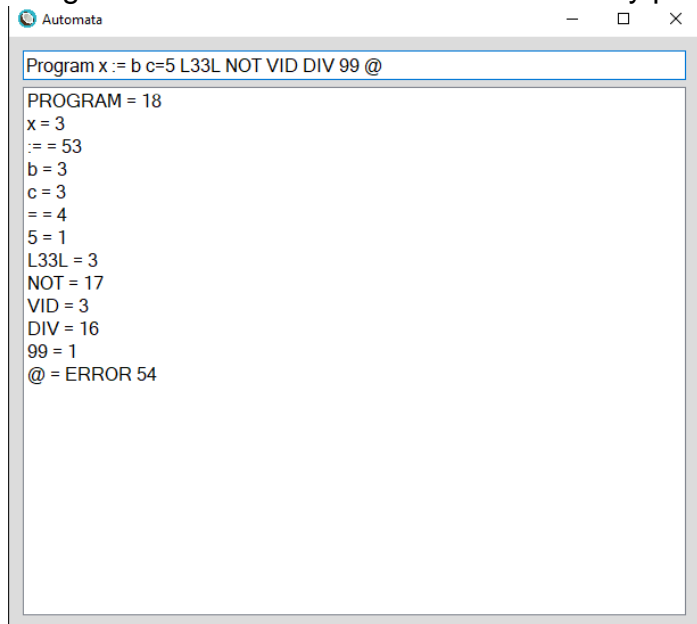
Grafo

Buscar carpeta

- Este equipo
 - Descargas
 - 5to Ciclo
 - Automata
 - Proyecto Lenguajes
 - Proyecto2 BD
- Documentos
- Escritorio
- Imágenes

Crear nueva carpeta Aceptar Cancelar

5) Luego abra la solución llamada "Automata" y proceda a probar el programa



The screenshot shows a window titled "Automata" with a text area containing the following code:

```
Program x := b c=5 L33L NOT VID DIV 99 @  
  
PROGRAM = 18  
x = 3  
:= = 53  
b = 3  
c = 3  
= = 4  
5 = 1  
L33L = 3  
NOT = 17  
VID = 3  
DIV = 16  
99 = 1  
@ = ERROR 54
```

TOKEN 1= DIGITO DIGITO *
TOKEN 2=''' CHARSET '''|''' CHARSET '''
TOKEN 4 = '='
TOKEN 5 = '<'>
TOKEN 6 = '<
TOKEN 7 = '>
TOKEN 8 = '>'='
TOKEN 9 = '<'='
TOKEN 10 = '+'
TOKEN 11 = '-'
TOKEN 12 = 'O'R'
TOKEN 13 = '*'
TOKEN 14 = 'A'N'D'
TOKEN 15 = 'M'O'D'
TOKEN 16 = 'D'I'V'
TOKEN 17 = 'N'O'T'
TOKEN 40 = '('**'
TOKEN 41 = '**)'
TOKEN 42 = ';' ;
TOKEN 43 = '.'
TOKEN 44 = '{'
TOKEN 45 = '}'
TOKEN 46 = '('
TOKEN 47 = ')'
TOKEN 48 = '['
TOKEN 49 = ']'
TOKEN 50 = '.,.,'
TOKEN 51 = ':'
TOKEN 52 = ','
TOKEN 53 = ':''='
TOKEN 3 LETRA / LETRA | DIGITO * / RESERVA