Link Github: https://github.com/stefan99x/FLCD/tree/master/Lab04

Transitions.py

```
ass Transitions:
   def init (self):
       self.dictionary = {}
       result = ""
for start in self.dictionary.keys():
           for transition in self.dictionary[start]:
    aux = start + " --> " + transition[1] + "
transition[0] + "\n"
               result += aux
    return result
   def addTransition(self, start, end, value):
       :param start: starting position dictionary
       :param end: end position in dictionary
       :param value: as the name implies represents the value to be added
       if start in self.dictionary.keys():
          self.dictionary[start].append((end, value))
       else:
         self.dictionary[start] = [(end, value)]
       getTransitionsWithStart(self, start):
       :param start: position of the start
       :return: our dictionary from the given start
       if start not in self.dictionary.keys():
           return []
       return self.dictionary[start]
```

FiniteAutomatan.py

```
class FiniteAutomatan:
    def __init__ (self, fileName):
        self.delta = Transitions()
        self.fileName = fileName
        self.Q = set() # States
        self.E = set() # Alphabet
        self.F = set() # Transitions
        self.Q0 = None # Initial State
        self.readFromFile()
```

from Lab04. Transitions import Transitions

```
with open(self.fileName, 'r') as file:
           self.Q = file.readline().strip('\n').split(
           self.Q0 = file.readline().strip('\n').split(' ')
          line = file.readline().strip('\n')
          while line:
               line = line.split('
               for index in range(2, len(line)):
               line = file.readline().strip('\n')
  def printStates(self):
       Print all the States
      print("States")
       for state in self.Q:
       print(state)
      printAlphabet(self):
       Print
      print("Alphabet of FA:")
       for value in self.E:
       print(value)
      printInitialState(self
       print(f"Initial sta
      printTransitions(self):
      print(f"Transitions: {self.delta}")
  def isDeterministic(self):
       Checks if it is deterministic
       :return: true or false
       for state in self.Q:
          transitions = self.delta.getTransitionsWithStart(state)
          for transition in transitions:
              uniqueTransitions = list(filter(lambda x: x[1] !=
transition[1], transitions))
              if len(uniqueTransitions) != len(transitions) - 1:
      return True
```

```
isAccepted(self, string):
      :param string: input string
              self.isDeterministic():
          raise Exception ("Not determ
      currentState = self.Q0
      for index in range(len(string)):
          possibleTransitions =
self.delta.getTransitionsWithStart(currentState)
          currentValue = string[index]
           currentState = None
           for transition in possibleTransitions:
               if transition[1] == currentValue:
    currentState = transition[0]
           if currentState is None:
              return False
      if currentState not in self.F:
          return False
      return True
```

Main.py

```
from Lab04.FiniteAutomata import
    printMenu():
   Prints the Menu
   :return:
  print("{1}. Print States")
print("{2}. Print Alphabet")
print("{3}. Print Initial State")
print("{4}. Print Transitions")
     name__ == '__main
   finiteAutomata = FiniteAutomatan("fa.in
   options = {1: finiteAutomata.printStates(),
finiteAutomata.printAlphabet(),
                3: finiteAutomata.printInitialState(), 4:
finiteAutomata.printTransitions() }
   while True:
       printMenu()
        try:
             opt = int(input(">>"))
               pass
             options[opt]()
             print()
             print(ex)
             pass
```