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4. Automata with output – Moore machine & Mealy machine,
5. Finite Automata,
6. Memory requirement in a recognizer,
7. Non Deterministic Finite Automata,
8. Conversion from NFA to FA,
9. Conversion of NFA to NFA,
10. Kleene’s Theorem,
11. Minimization of Finite automata

**Context free grammar (CFG)**

1. Definitions and Examples,
2. Unions Concatenations And Kleene’s of Context free language,
3. Regular Grammar for Regular Language,
4. Derivations and Ambiguity