Compiler Design Weekly Lab -1

1) Implement a language recogniser which accepts set of all strings over the alphabet Σ ={a,b} containing an even number of a's and an even number of b's.

Description: The acceptable strings of the language are ε (Null string), aa, bb, abba, babbab etc. Deterministic Finite Automata for the given language is given below:

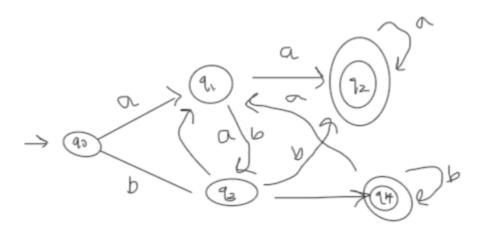
```
Code: (C program)
#include < s t dio.h >
void main () {
int state=0,i= 0;
char current, input [ 2 0 ];
printf("Enter input string \ t :" );
scanf("%s",input);
while((current=input[i++])!='\0') {
switch (state) {
case 0: if (current = ='a') state = 1;
else if(current = = b') state = 2;
else {printf("In v alid t o k e n " );
exit(0); }
break;
case 1: if(current=='a') state=0;
else if(current=='b') state=3;
else {printf("Invalid token");
exit(0);
}
break;
case 2: if(current=='a') state=3;
else if(current=='b') state=0;
else {printf("Invalid token");
exit(0);
}
Break;
case 3: if(current=='a') state=2;
else if(current=='b') state=1;
else
printf("Invalid token");
exit(0);
Break
```

2) Implementation of Language recognizer for set of all strings ending with two symbols of same type

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Description:

The acceptable strings of the language are ε(Null string), aa, bb, aaaaabbbb, babbabb etc. Non Acceptable String are aaaaaaaba bbbbbbbbaba abababab etc Deterministic Finite Automata for the given language is given below:



```
DFA: M=(Q, \sum, \delta, Q0, F)
Where Q=Set of all states ={Q0,Q1,Q2,Q3,Q4}
\sum=Input Alphabet={a,b},
Start state is Q0
F=Set of all final States={ Q2,Q4}
```

Code: (C Program)

```
#include<stdio.h>
void main()
{
   int state=0,i=0;
   char token,input[20];
   printf("Enter input string:\t");
   scanf("%s",input);
   //printf("Given string is : %s");
   while((token=input[i++])!='\0')
```

```
// printf("current token : %c \n",token);
switch(state)
   case 0: if(token=='a')
           state=1;
        else if(token=='b')
           state=3;
        else
           printf("Invalid token");
           exit(0);
        }
        break;
   case 1: if(token=='a')
           state=2;
        else if(token=='b')
           state=3;
        else
           printf("Invalid token");
           exit(0);
        }
        break;
   case 2: if(token=='a')
           state=2;
        else if(token=='b')
           state=3;
        else
        {
           printf("Invalid token");
           exit(0);
        }
        break;
   case 3: if(token=='a')
           state=1;
        else if(token=='b')
           state=4;
        else
        {
           printf("Invalid token");
           exit(0);
        }
```

```
case 4: if(token=='a')
                state=1;
             else if(token=='b')
                state=4;
             else
             {
                printf("Invalid token");
                exit(0);
             }
             break;
     }
    // printf("state = %d ",state);
  if(state==0||state==2||state==4)
     printf("\n\nString accepted\n\n");
  else
     printf("\n\nString not accepted\n\n");
}
```