

**AP19110010221**  
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**CSE E**

**1. Implementation of Language recognizer for set of all strings over input alphabet  $\Sigma=\{a,b\}$  containing an even number of a's and even number of b's.**

**C Code:**

```
#include<stdio.h>
void
main ()
{

    int state = 0, i = 0;

    char present_state, input[20];

    printf ("Enter input:");

    scanf ("%s", input);

    while ((present_state = input[i++]) != '\0')
    {

        switch (state)

        {

            case 0:
                if (present_state == 'a')

                    state = 1;

                else if (present_state == 'b')

                    state = 2;

                else
```

```
        {  
        printf ("Invalid token");  
        exit (0);  
        }  
        break;  
        case 1:  
            if (present_state == 'a')  
                state = 0;  
            else if (present_state == 'b')  
                state = 3;  
            else  
            {  
            printf ("Invalid token");  
            exit (0);  
            }  
            break;  
        case 2:  
            if (present_state == 'a')  
                state = 3;  
            else if (present_state == 'b')  
                state = 0;  
            else  
            {
```

```
printf ("Invalid token");

exit (0);

}

break;

case 3:
    if (present_state == 'a')

state = 2;

        else if (present_state == 'b')

state = 1;

        else

        {

printf ("Invalid token");

exit (0);

}

break;

}

}

if (state == 0)

printf ("String accepted\n");

    else

printf ("String not accepted\n\n");

}
```

## 2. Implementation of Language recognizer for a set of all strings ending with two symbols of the same type.

### C Code:

```
#include<stdio.h>
void main ()
{
    int state = 0, i = 0;
    char present_state, input[20];

    printf ("Enter str:\n");
    scanf ("%s", input);

    while ((present_state = input[i++]) != '\0')
    {
        switch (state)
        {
            case 0:
                if (present_state == 'a')
                    state = 1;
                else if (present_state == 'b')
                    state = 3;
                else
                {
                    printf ('Invalid\n');
                    exit (0);
                }
                break;
            case 1:
                if (present_state == 'a')
                    state = 2;
                else if (present_state == 'b')
```

```
    state = 3;
else
{
    printf ("Invalid\n");
    exit (0);
}
break;
case 2:
if (present_state == 'a')
    state = 2;
else if (present_state == 'b')
    state = 3;
else
{
    printf ("Invalid\n");
    exit (0);
}
break;
case 3:
if (present_state == 'a')
    state = 1;
else if (present_state == 'b')
    state = 4;
else
{
    printf ("Invalid\n");
    exit (0);
}
break;
case 4:
if (present_state == 'a')
    state = 1;
else if (present_state == 'b')
    state = 4;
else
{
    printf ("Invalid\n");
```

```

        exit (0);
    }
    break;
}
}
if (state == 2 || state == 4)
{
    printf ("String accepted\n");
}
else
{
    printf ("String not accepted\n");
}
}

```

### Test Cases:

\_\_\_\_\_

<u>Input</u>	<u>Output</u>
bab	String : bab is not Accepted
bbbaa	String : bbbaa is Accepted
babb	String : babb is Accepted