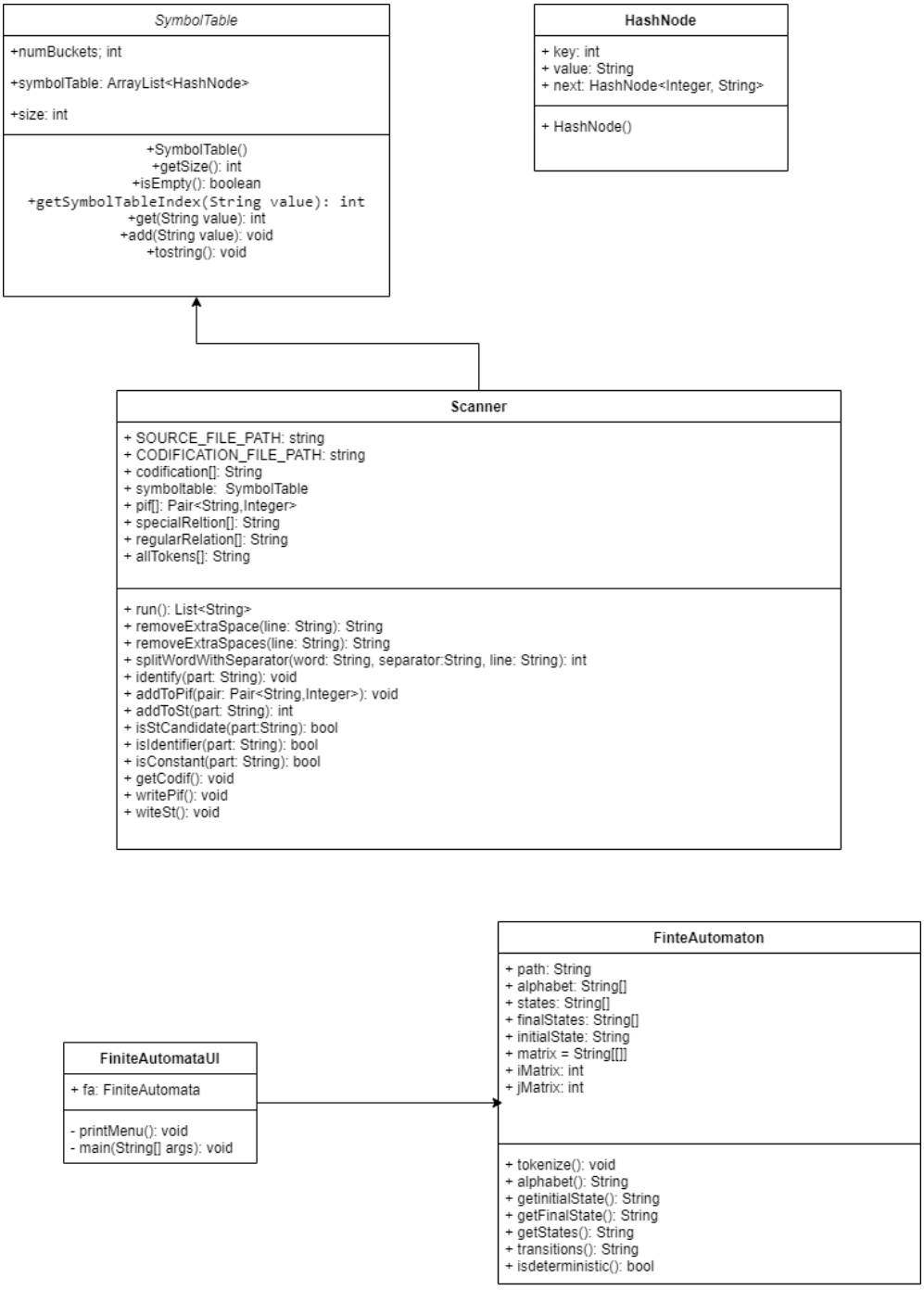
Git source: https://github.com/teodoradra/FLCD-lab/tree/lab4



FA.in

```
     + - 0 1 2 3 4 5 6 7 8 9
-> p q q r s s s s s s s s s
   q ε ε ε s s s s s s s s s
*  s ε ε ε s s s s s s s s s
*  r ε ε ε ε ε ε ε ε ε ε ε ε
```

EBNF:

Character = “_” | alphanumeric

Alphanumeric = “0” | … | “9” | Letters

Letters = “a” | … | “z” | “A” | … | “Z”

Space = “ “

Epsilon = “ε”

```
State = Letter{Alphanumeric}
StateLine = [“->”]{Space}[“*”]{Space}States
States = (Epsilon |Character | stateSet) Space {Space} States | Character | stateSet
| Epsilon
StateSet = charcter | charcter “,” {Space} StateSet
Lines = StateLine | stateLine “\n” {Space} Lines
```

FiniteAutomata:

```
% pre:
% post: file is valid
private void tokenize()
adds all symbols in alphabet. Computes all transitions between states, symbols with a
resultState.

% pre:
% post:
public String transitions()
parses the matrix to print all the transitions found in FA.in

% pre:
% post:
public boolean isDeterministic()
Determins is a strate and symbol has more than one result state.
Returns false if it has, false otherwise.
```

FiniteAutomataUI:

```
% pre:
% post:
public static void printMenu()
Prints all possible actions.

%pre:
%post:
public static void main(String[] args)
Begins the execution.
```