Abstract

Being a faculty of Theory of computation it had been observed by me that students face difficulty while designing different DFA. It is always being an issue for the students to understand. This paper present an easy way of learning and designing a Deterministic finite automata that accept strings over input symbol {a, b} having atleast x number of a & y number of b. Objective of the research is to make the method of teaching learning easier, simpler and understandable for students. In this paper we develop an algorithm to design finite automata that accepts strings of input {a, b} having atleast x number of a & y number of b.

References

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**Index Terms**

Computer Science | Information Sciences

**Keywords**

DFA  Transition Table  Transition Graph(TG)  Input Symbol