**NAME: OTENE VICTOR.A.**

**MATRIC NO: 17/SCI01/072**

31)

Finite automata is an abstract computing device. It is a mathematical model of a system with

Discrete (inputs, outputs, states and set of transitions) from state to state that occurs on input

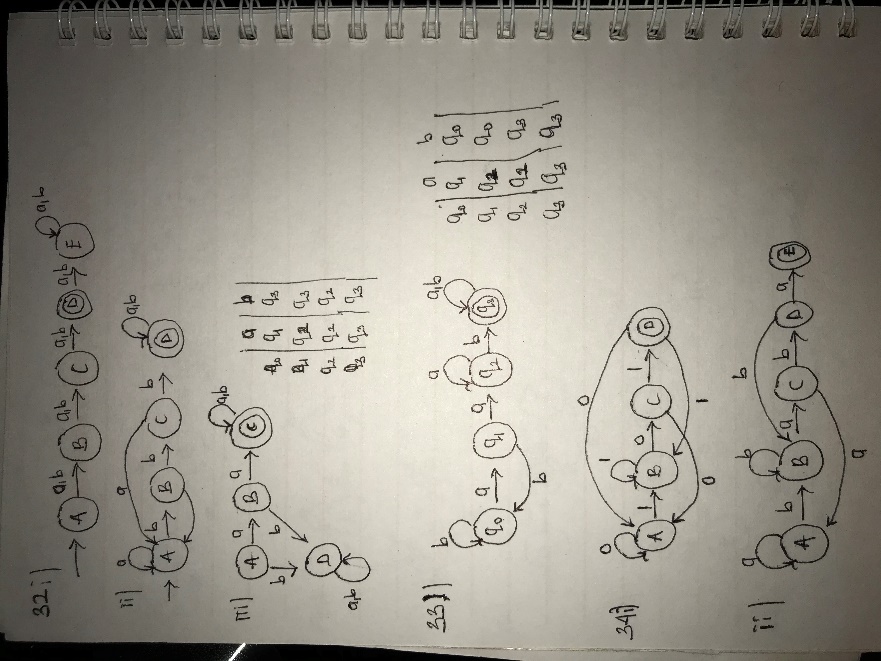
Symbols from alphabet ∑

It can be represented in 3 forms; -Graphical (Transition Diagrams of transition table)

-Tabula (Transition table)

-Mathematical (Transition function of mapping function)

32 – 34)



35 – 38)

