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automatically. An  
automaton with a finite  
number of states is  
called a Finite. Page

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Theory of automata is  
a theoretical branch of  
computer science and  
mathematical. It is the  
study of abstract  
machines and the  
computation problems  
that can be solved

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using these machines.  
The abstract machine  
is called the automata.

## **Theory of Automata - Javatpoint**

Automata Theory is a branch of computer science that deals with designing abstract selfpropelled computing devices that follow a predetermined sequence of operations automatically. An automaton with a finite number of states is

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called a Finite Automaton. This is a brief and concise tutorial that introduces the fundamental concepts of Finite Automata, Regular Languages, and Pushdown Automata before moving onto Turing machines and Decidability.

## **Automata Theory Tutorial - Tutorialspoint**

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## **INTRODUCTION TO Automata Theory, Languages, and Computation**

1.1.3 Automata theory  
Automata Theory deals with definitions and properties of different types of “computation models”. Examples of such models are: •  
Finite Automata. These are used in text processing, compilers, and hardware design. •  
Context-Free Grammars. These are

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used to define  
programming lan-  
guages and in Artificial  
Intelligence.

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Pushdown automata.  
CFG=PDA. Context-free  
languages. Non-  
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“Regular Language &

Expression”. 1. There

are \_\_\_\_\_ tuples in

finite state machine. a)

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4 b) 5 c) 6 d) unlimited  
View Answer. Answer:b  
Explanation: States,  
input symbols, initial  
state, accepting state  
and transition function.

## **Automata Theory Questions and Answers - Finite Automata**

Automata theory is the  
study of abstract  
machines and  
automata, as well as  
the computational  
problems that can be

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solved using them. It is a theory in theoretical computer science. The word automata (the plural of automaton) comes from the Greek word αὐτόματα, which means "self-making".

## **Automata theory - Wikipedia**

automata theory An example of a typical automaton is a pendulum clock. In such a mechanism the gears can assume only

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one of a finite number  
of positions, or states,  
with each swing of the  
pendulum.

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Second Edition. -

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National Book

Foundation, 2004 •

Reference Book(s): -

John E. Hopcroft,  
Rajeev Motvani, and  
Jeffrey D. Ullman, “

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