New Material for Final (since 2nd Midterm)

I. Game Trees
   - Minimax algorithm, Alpha-Beta pruning (Web)

II. Automata, Regular Expressions
   - basics (10.2)
   - non-deterministic automata (10.3)
   - from non-deterministic automata to deterministic automata (10.4)
   - minimizing deterministic automata (Web)
   - regular expressions (10.5)

III. Context-Free Grammars
   - basics (11.2)
   - programming language grammars (11.2, Pascal grammar on Web)
   - parse trees (11.4)
   - grammar ambiguity (11.5)
   - recursive-descent parsing (11.6-11.7)
   - conditions for recursive descent (11.7)

Not Covered
10.6-10.9,
11.3, 11.8