# (R) Text-o-matic (1/1) 

R1.

$$
\begin{gathered}
\text { E> } \rightarrow> \\
\text { Q> } \rightarrow \text { QU }>\text { or NQ } \rightarrow \text { NQU } \\
\mathrm{F} \rightarrow \mathrm{~V} \\
>\rightarrow \text { IEME }> \\
\text { UNIÈME } \rightarrow \text { PREMIER }
\end{gathered}
$$

R2. The simplest solutions for each new case are:
Modify (e.) to:

$$
\text { <UNIÈME } \rightarrow \text { <PREMIER }
$$

Add the following rule anywhere:
$T S \rightarrow T$
R3. Many solutions are possible. If the solution is based on the rules for R1, then context must be restricted on rules like $F \rightarrow V$ to avoid giving outputs like FINGT in the reverse direction. The cases from R2 must also be handled correctly; TS $\rightarrow \mathrm{T}$ is no longer specific enough, since it will produce TSROIS and other errors in reverse. For example:

```
        RE> -> R>
    ZE -> Z
    Q> -> QU>
    F> -> V>
-VINGTS -> -VINGT
    > -> IEME>
<UNIEME -> <PREMIER
```

