%{

#include<stdio.h>

%}

%%

"+" { printf("Operator: +\n"); }

"-" { printf("Operator: -\n"); }

"\*" { printf("Operator: \*\n"); }

"/" { printf("Operator: /\n"); }

. { printf("Invalid operator\n"); }

%%

int main(void)

{

yylex();

return 0;

}

int yywrap()

{

return 0;

}

**Output:**

