

# VISVESVARAYA TECHNOLOGICAL UNIVERSITY

“JnanaSangama”, Belgaum -590014, Karnataka.



## LAB REPORT on

## COMPILER DESIGN

*Submitted by*

**D REVANTH (1BM21CS047)**

*Under the Guidance of*  
**Prof. Sunayana S**  
**Assistant Professor, BMSCE**

*in partial fulfillment for the award of the degree of*  
**BACHELOR OF ENGINEERING**  
*in*  
**COMPUTER SCIENCE AND ENGINEERING**



**B.M.S. COLLEGE OF ENGINEERING**

(Autonomous Institution under VTU)

**BENGALURU-560019**

**November-2023 to March-2024**

## **B. M. S. College of Engineering,**

**Bull Temple Road, Bangalore 560019**

(Affiliated To Visvesvaraya Technological University, Belgaum)

### **Department of Computer Science and Engineering**



#### **CERTIFICATE**

This is to certify that the Lab work entitled “**COMPILER DESIGN**” carried out by **D REVANTH(1BM21CS047)**, who is bonafide student of **B.M.S. College of Engineering**. It is in partial fulfillment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the academic semester November-2023 to March-2024. The Lab report has been approved as it satisfies the academic requirements in respect of a **COMPILER DESIGN (22CS5PCCPD)** work prescribed for the said degree.

Prof. Sunayana S  
Associate Professor  
Department of CSE  
BMSCE, Bengaluru

Dr. Jyothi S Nayak  
Professor and Head  
Department of CSE  
BMSCE, Bengaluru

**B. M. S. COLLEGE OF ENGINEERING**  
**DEPARTMENT OF COMPUTER SCIENCE AND**  
**ENGINEERING**



***DECLARATION***

I, D REVANTH(1BM21CS047), student of 5th Semester, B.E, Department of Computer Science and Engineering, B. M. S. College of Engineering, Bangalore, here by declare that, this lab report entitled " **Compiler Design**" has been carried out by me under the guidance of Prof. Sunayana S, Assistant Professor, Department of CSE, B. M. S. College of Engineering, Bangalore during the academic semester November-2023-February-2024.

I also declare that to the best of my knowledge and belief, the development reported here is not from part of any other report by any other students.

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## Course Outcome

CO1	Apply the fundamental concepts for the various phases of compiler design.
CO2	Analyze the syntax and semantic concepts of a compiler.
CO3	Design various types of parsers and Address code generation
CO4	Implement compiler principles, methodologies using lex, yacc tools

## **Part-A: Implementation of Lexical Analyzer, By using C/C++/Java/Python language and using LEX tool.**

**Q1) Write a program to design Lexical Analyzer in C/C++/Java/Python Language (to recognize any five keywords, identifiers, numbers, operators and punctuations)**

CODE :

```
#include <stdbool.h>

#include <stdio.h>

#include <string.h>

#include <stdlib.h>

bool isDelimiter(char ch)

{

if (ch == ' ' || ch == '+' || ch == '-' || ch == '*' ||

ch == '/' || ch == ';' || ch == ':' || ch == '>' ||

ch == '<' || ch == '=' || ch == '(' || ch == ')')

ch == '[' || ch == ']' || ch == '{' || ch == '}')

return (true);

return (false);

}

bool isOperator(char ch)

{

if (ch == '+' || ch == '-' || ch == '*' ||

ch == '/' || ch == '>' || ch == '<' ||

ch == '=')

return (true);

return (false);

}

bool validIdentifier(char* str)

{

if (str[0] == '0' || str[0] == '1' || str[0] == '2' ||
```

```

str[0] == '3' || str[0] == '4' || str[0] == '5' ||
str[0] == '6' || str[0] == '7' || str[0] == '8' ||
str[0] == '9' || isDelimiter(str[0]) == true)
return (false);
return (true);
}

bool isKeyword(char* str)
{
if (!strcmp(str, "if") || !strcmp(str, "else") ||
!strcmp(str, "while") || !strcmp(str, "do") ||
!strcmp(str, "break") ||
!strcmp(str, "continue") || !strcmp(str, "int")
|| !strcmp(str, "double") || !strcmp(str, "float")
|| !strcmp(str, "return") || !strcmp(str, "char")
|| !strcmp(str, "case") || !strcmp(str, "char")
|| !strcmp(str, "sizeof") || !strcmp(str, "long")
|| !strcmp(str, "short") || !strcmp(str, "typedef")
|| !strcmp(str, "switch") || !strcmp(str, "unsigned")
|| !strcmp(str, "void") || !strcmp(str, "static")
|| !strcmp(str, "struct") || !strcmp(str, "goto"))
return (true);
return (false);
}

bool isInteger(char* str)
{
int i, len = strlen(str);

if (len == 0)

```

```

return (false);
for (i = 0; i < len; i++) {
if (str[i] != '0' && str[i] != '1' && str[i] != '2'
&& str[i] != '3' && str[i] != '4' && str[i] != '5'
&& str[i] != '6' && str[i] != '7' && str[i] != '8'
&& str[i] != '9' || (str[i] == '-' && i > 0))
return (false);
}
return (true);
}

bool isRealNumber(char* str)
{
int i, len = strlen(str);
bool hasDecimal = false;
if (len == 0)
return (false);
for (i = 0; i < len; i++) {
if (str[i] != '0' && str[i] != '1' && str[i] != '2'
&& str[i] != '3' && str[i] != '4' && str[i] != '5'
&& str[i] != '6' && str[i] != '7' && str[i] != '8'
&& str[i] != '9' && str[i] != '.' ||
(str[i] == '-' && i > 0))
return (false);
if (str[i] == '.')
hasDecimal = true;
}
return (hasDecimal);
}

```



```

char* subString(char* str, int left, int right)
{
    int i;
    char* subStr = (char*)malloc(
        sizeof(char) * (right - left + 2));

    for (i = left; i <= right; i++)
        subStr[i - left] = str[i];
    subStr[right - left + 1] = '\0';
    return (subStr);
}

void parse(char* str)
{
    int left = 0, right = 0;
    int len = strlen(str);

    while (right <= len && left <= right) {
        if (isDelimiter(str[right]) == false)
            right++;

        if (isDelimiter(str[right]) == true && left == right) {
            if (isOperator(str[right]) == true)
                printf("'%c' IS AN OPERATOR\n", str[right]);

            right++;
            left = right;
        } else if (isDelimiter(str[right]) == true && left != right
            || (right == len && left != right)) {

```

```

char* subStr = subString(str, left, right - 1);

if (isKeyword(subStr) == true)
printf("%s' IS A KEYWORD\n", subStr);

else if (isInteger(subStr) == true)
printf("%s' IS AN INTEGER\n", subStr);

//else if (isRealNumber(subStr) == true)
//printf("%s' IS A REAL NUMBER\n", subStr);

else if (validIdentifier(subStr) == true
&& isDelimiter(str[right - 1]) == false)
printf("%s' IS A VALID IDENTIFIER\n", subStr);

else if (validIdentifier(subStr) == false
&& isDelimiter(str[right - 1]) == false)
printf("%s' IS NOT A VALID IDENTIFIER\n", subStr);
left = right;
}
}
return;
}
int main()
{
// maximum length of string is 100 here
char str[100] = "int a = b + 1c; ";

```

```
parse(str); // calling the parse function
```

```
return (0);
```

```
}
```

OUTPUT:

```
Input:int a = b + 1c;  
'int' IS A KEYWORD  
'a' IS A VALID IDENTIFIER  
'=' IS AN OPERATOR  
'b' IS A VALID IDENTIFIER  
'+' IS AN OPERATOR  
'1c' IS NOT A VALID IDENTIFIER
```

**Q2)Write a program in LEX to recognize Floating Point Numbers.**

CODE:

```
%{  
#include<stdio.h>  
%}  
%%  
[+|-]?[0-9]*[.][0-9]* {printf("%s is a floating-point number\n",yytext);}   
.* {printf("%s is not a floating-point number\n",yytext);}   
%%  
int yywrap()  
{  
}  
int main()  
{  
printf("Enter the string : ");  
yylex();  
return 0;  
}
```

OUTPUT:

```

bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/1bm21cs047$ cc lex.y.c
cc1: fatal error: lex.y.c: No such file or directory
compilation terminated.
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/1bm21cs047$ cc lex.yy.c
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/1bm21cs047$ ./a.out
Enter a number: 53
53
53.5
Its floating point number
4
4
3.5
Its floating point number

```

**Q3) Write a program in LEX to recognize different tokens: Keywords, Identifiers, Constants, Operators and Punctuation symbols.**

CODE:

```

%{
#include<stdio.h>

%}

%%

int|char|float|else|for|void|mainz\while {printf("%s is keyword\n",yytext);}

[a-zA-Z_][a-zA-Z0-9_]* {printf("%s is identifier\n",yytext);}

[0-9]* {printf("%s is a constant\n",yytext);}

[+*^%/<>=&=()]* {printf("%s is operator\n",yytext);}

[?|,,";:]* {printf("%s is punctuation\n",yytext);}

%%

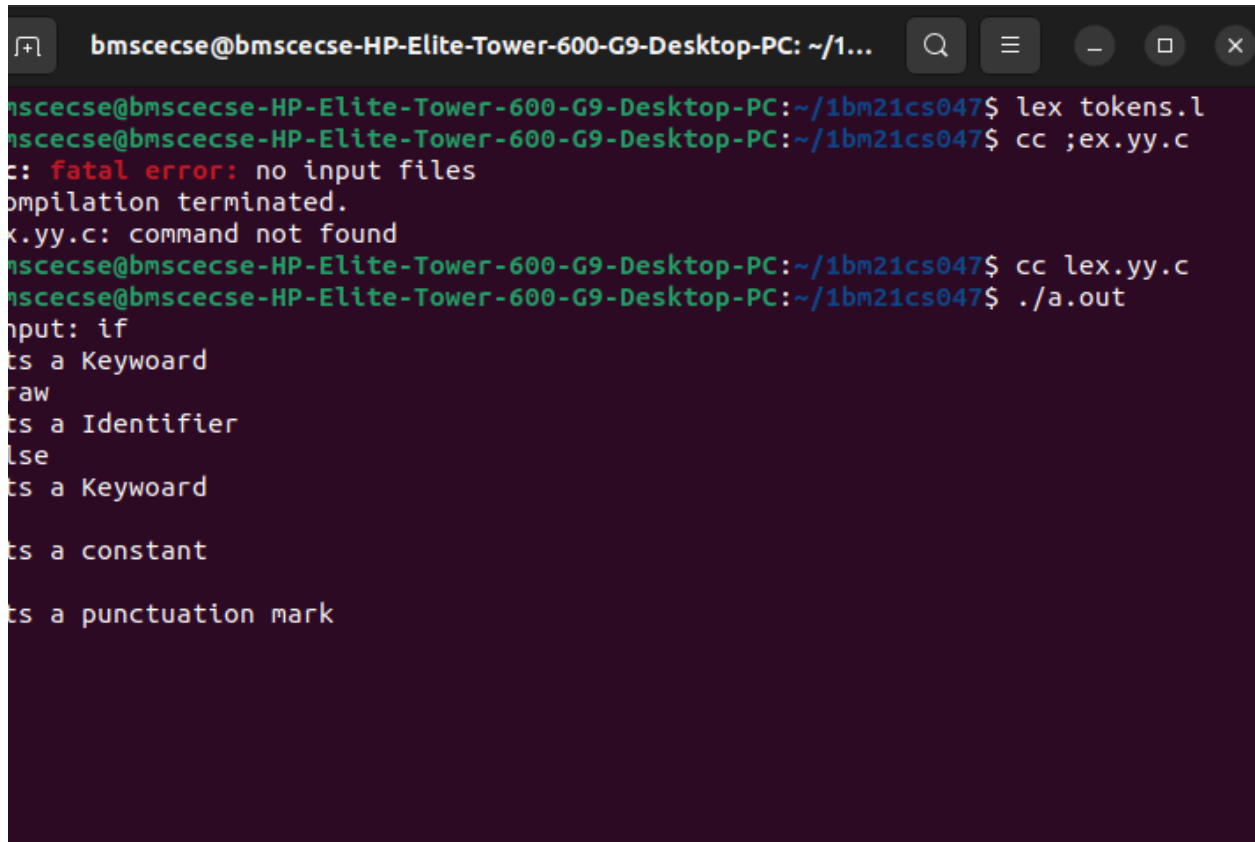
int yywrap()
{
}

int main()
{
printf("Enter input\n");

```

```
yylex();  
return 0;  
}
```

OUTPUT:

A terminal window with a dark background and light green text. The window title is 'bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC: ~/1...'. The terminal shows the following commands and output:  
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/1bm21cs047\$ lex tokens.l  
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/1bm21cs047\$ cc ;ex.yy.c  
cc: fatal error: no input files  
compilation terminated.  
ex.yy.c: command not found  
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/1bm21cs047\$ cc lex.yy.c  
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/1bm21cs047\$ ./a.out  
input: if  
if is a Keyword  
if is raw  
if is a Identifier  
if is else  
if is a Keyword  
if is a constant  
if is a punctuation mark

Q4) Write a LEX program that copies a file, replacing each nonempty sequence of white spaces by a single blank.

CODE:

```
/*Definition Section*/  
  
%{  
  
#include<stdio.h>  
  
%}  
  
%%
```

```
[t" "+ fprintf(yyout," ");
```

```
.\n fprintf(yyout,"%s",yytext);
```

```
%%
```

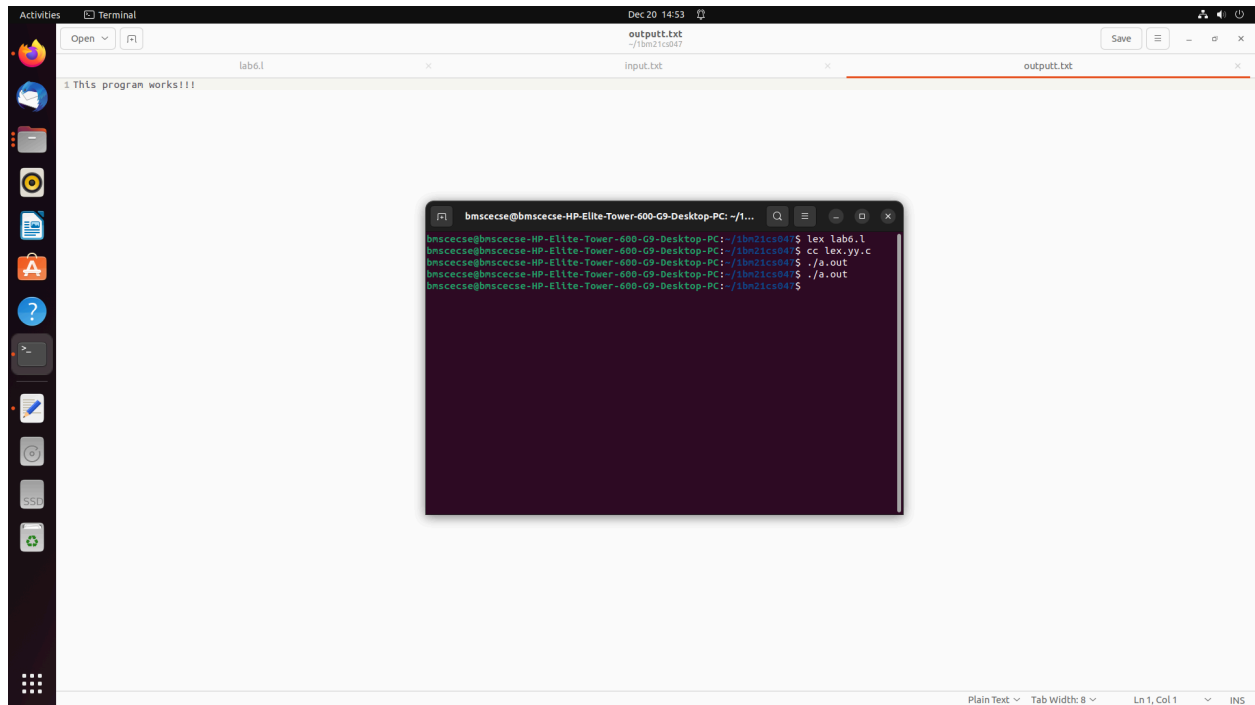
```
int yywrap()
```

```
{  
    return 1;  
}
```

```
int main(void)
```

```
{  
    yyin=fopen("input.txt","r");  
    yyout=fopen("output.txt","w");  
    yylex();  
    return 0;  
}
```

OUTPUT:



**Q5) Write a LEX program to recognize the following tokens over the alphabets {0,1,...,9}**

**a) The set of all string ending in 00.**

**b) The set of all strings with three consecutive 222's.**

**c) The set of all string such that every block of five consecutive symbols contains at least two 5's.**

**d) The set of all strings beginning with a 1 which, interpreted as the binary representation of an integer, is congruent to zero modulo 5.**

**e) The set of all strings such that the 10th symbol from the right end is 1.**

**f) The set of all four digits numbers whose sum is 9**

**g) The set of all four digital numbers, whose individual digits are in ascending order from left to right.**

CODE:

{

int c1=0,c2=0,c3=0,c4=0,c5=0,c6=0,c7=0;



```

%}
d[0-9]
%%
({d})*00 {
c1++; printf("%s rule A\n",yytext);
}
({d})*222({d})* {
c2++;
printf("%s rule B \n",yytext);
}

(1(0)*(11|01)(01*01|00*10(0)*(11|1))*0)(1|10(0)*(11|01)(01*01|00*10(0)*(11|1))*10)* {
c4++;
printf("%s rule D \n",yytext);
}
({d})*1{d}{9} {
c5++;
printf("%s rule E \n",yytext);
}
{d}{4} {
int sum=0,i;
for(i=0;i<4;i++) {
sum=sum+yytext[i]-48; }
if(sum==9) { c6++; printf("%s rule F \n",yytext);
}
else
{
sum=1;

```

```

for(i=0;i<3;i++){
    if(yytext[i]>yytext[i+1]) { sum=0;
        break;
    }
}
if(sum==1) {
    c7++;
    printf("%s rule G\n",yytext);
}
else { printf("%s doesn't match any rule\n",yytext); }
}
}
({d})* {
    int i,c=0;
    if(yyvaleng<5) { printf("%s doesn't match any rule\n",yyvaleng); }
    else
    {
        for(i=0;i<5;i++) { if(yytext[i]=='5') {
            c++; } }
        if(c>=2)
        {

            for(;i<yyvaleng;i++)

            {

                if(yytext[i-5]=='5') { c--; }
            }
        }
    }
}

```

```

if(yytext[i]=='5') { c++;
}

if(c<2) { printf("%s doesn't match any rule\n",yytext); break; }
}

if(yyleng==i) { printf("%s rule C\n",yytext); c3++; }
}
else
{
printf("%s doesn't match any rule\n",yytext);
}
}
}

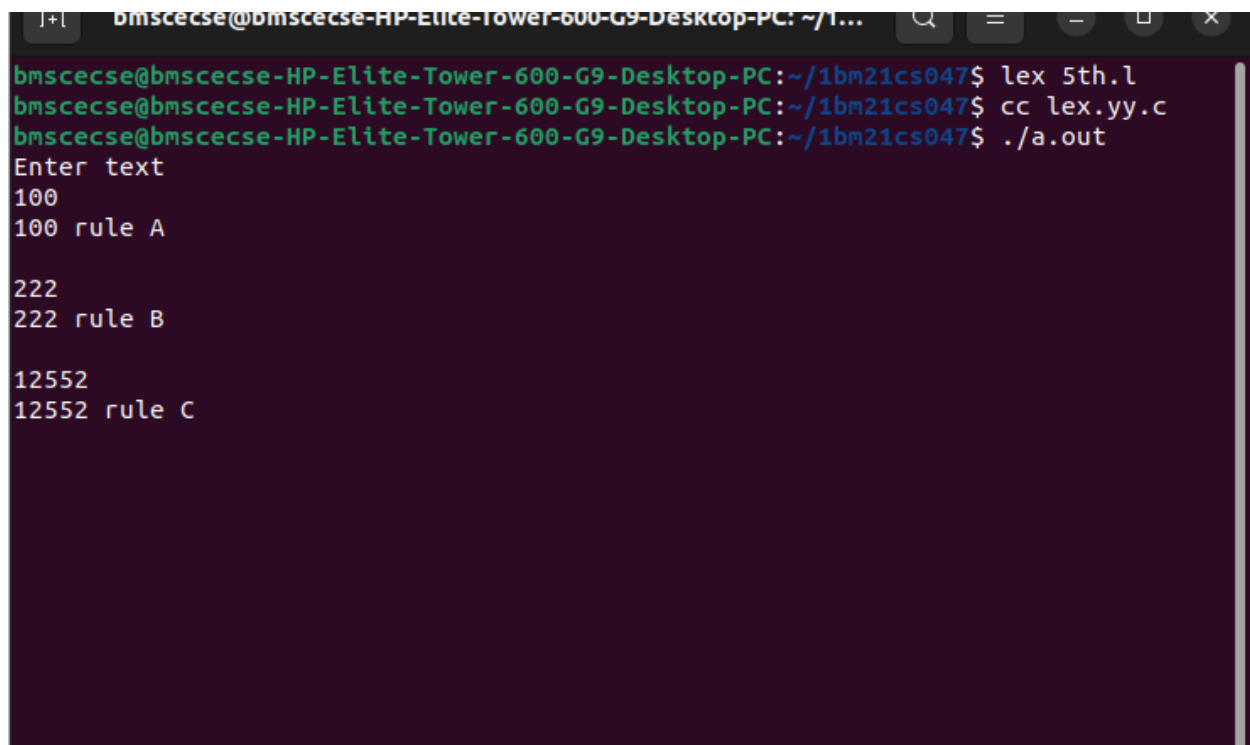
\n {
printf("Total number of tokens matching rules are : \n");
printf("Rule A : %d \n",c1);
printf("Rule B : %d \n",c2);
printf("Rule C : %d \n",c3);
printf("Rule D : %d \n",c4);
printf("Rule E : %d \n",c5);
printf("Rule F : %d \n",c6);
printf("Rule G : %d \n",c7);
}
%%

int yywrap()
{
}

```

```
int main()
{
printf("Enter text\n");
yylex();
return 0;
}
```

OUTPUT:



```
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC: ~/1...
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/1bm21cs047$ lex 5th.l
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/1bm21cs047$ cc lex.yy.c
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/1bm21cs047$ ./a.out
Enter text
100
100 rule A

222
222 rule B

12552
12552 rule C
```

## **Part-B: Part-B: Implementation of Parsers (Syntax Analyzers) Using C/C++/Java/Python language)**

**Q1) Write a program to implement (a) Recursive Descent Parsing with back tracking (Brute Force Method).  $S \rightarrow cAd$ ,  $A \rightarrow ab/a$**

**CODE:**

```
#include<stdio.h>
#include<string.h>
int A();
void parse();
char str[15];
int isave,curr_ptr=0;
int c=1;
int main(void)
{
    printf("1.S->cAd\n2.A->ab/a\n");
    //printf("this is parser for the above grammar:\n");
    printf("Enter any string:");
    scanf("%s",str);
    while(curr_ptr<strlen(str))
    {
        //S has only one immediate derivation which is cAd
        //match with c
        if (str[curr_ptr]=='c')
        {
            curr_ptr++;
            //call function to match A
            if (A()) //checking the productions of A->ab/a
            {
                curr_ptr++;
            }
        }
    }
}
```

```

        //match d
        if (str[curr_ptr]=='d' && str[curr_ptr+1]=='\0')
        {
            //success
            printf("String is accepted by the grammar\n");
            parse();
            return 1;
        }
        else break;
    }
    else break;
}
else break;
}

//incase any of them fail to match return negatively.
printf("String is not accepted by the grammar");
return 0;
}

int A()
//sub function A()
{
    //this function matches all terminal strings generated by the variable

    isave=curr_ptr;
    //match with a and advance and match with b. If successful return

    if (str[curr_ptr]=='a')

```

```

{
    curr_ptr++;
    if(str[curr_ptr]=='b')
    {
        c=1;
        return 1;
    }

}

curr_ptr=isave; //return to start
//check if a is matched and return accordingly.
if(str[curr_ptr]=='a')
{
    c=2;
    return 1;
}
else
    return 0;
}

void parse(){
    printf("The productions used are \n");
    printf("S -> cAd\n");
    if(c==1)
        printf("A -> ab\n");
    else
        printf("A -> a\n");
}

```

OUTPUT:

#### Output

```
/tmp/Q4RrbhTZsk.o
1.S->cAd
2.A->ab/a
Enter any string:cabd
String is accepted by the grammar
The productions used are
S -> cAd
A -> ab
|
```

#### Output

```
/tmp/Q4RrbhTZsk.o
1.S->cAd
2.A->ab/a
Enter any string:cda
String is not accepted by the grammar|
```



## PART-C :Syntax Directed Translation using YACC tool

**Q1) Design a suitable grammar for evaluation of arithmetic expression having + and – operators. + has least priority and it is left associative - has higher priority and is right associative**

prog.l

%{

#include "y.tab.h"

%}

%%

[0-9]+ {yylval = atoi(yytext);

return NUM;}

[\t] ;

\n return 0;

. return yytext[0];

%%

int yywrap()

{

}

prog.y

%{

/\* Definition section \*/

#include <stdio.h>

%}

%token NUM

%left '+'

%right '-'

```

/* Rule Section */

%%

expr:e {printf("Valid expression\n");
printf("Result : %d\n",$$);
return 0;}
e: e'+e {$$=$1+$3;}
| e'-e {$$=$1-$3;}
| NUM {$$=$1;}
;

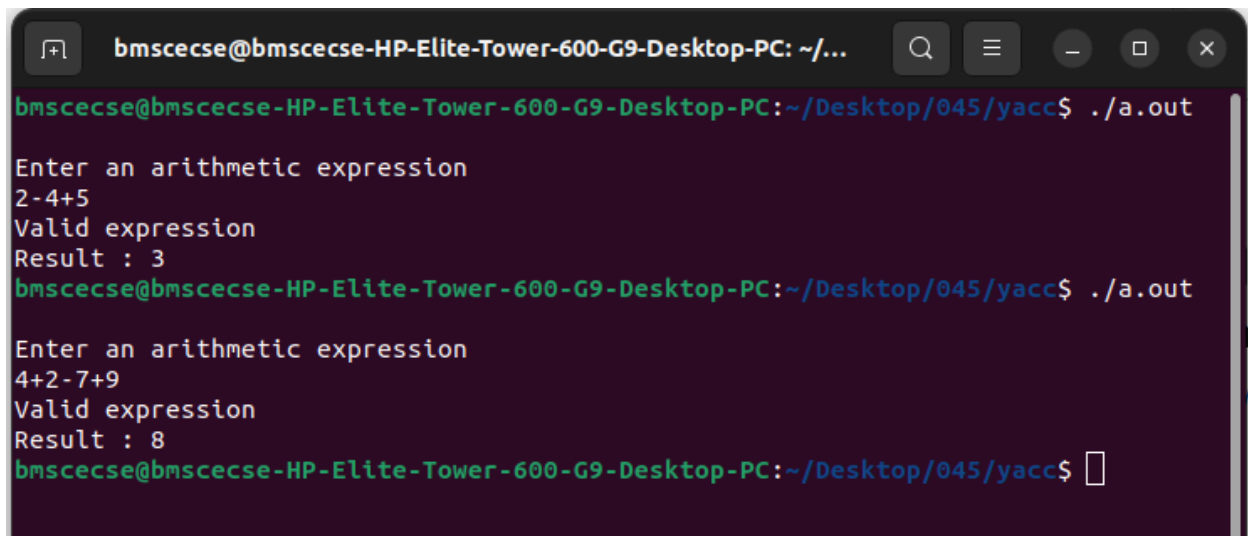
%%

int main(){
printf("\nEnter an arithmetic expression\n");
    yyparse();
    return 0;
}

int yyerror(){
    printf("\nInvalid expression\n");
    return 0;
}

```

OUTPUT:

A terminal window with a dark purple background. The title bar shows the user 'bmscecse' on a machine named 'bmscecse-HP-Elite-Tower-600-G9-Desktop-PC' at the directory '~/...'. The prompt is 'bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC: ~/Desktop/045/yacc\$'. The user enters './a.out'. The program prompts 'Enter an arithmetic expression', the user enters '2-4+5', the program outputs 'Valid expression' and 'Result : 3'. The user enters './a.out' again. The program prompts 'Enter an arithmetic expression', the user enters '4+2-7+9', the program outputs 'Valid expression' and 'Result : 8'. The prompt returns to 'bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC: ~/Desktop/045/yacc\$' with a cursor.

```
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC: ~/...
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC: ~/Desktop/045/yacc$ ./a.out
Enter an arithmetic expression
2-4+5
Valid expression
Result : 3
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC: ~/Desktop/045/yacc$ ./a.out
Enter an arithmetic expression
4+2-7+9
Valid expression
Result : 8
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC: ~/Desktop/045/yacc$
```

**Q2) Use YACC to implement, evaluator for arithmetic expressions (Desktop calculator) .**

prog.l

```
%{
/* Definition section */
#include<stdio.h>
#include "y.tab.h"
extern int yylval;
}%

/* Rule Section */
%%
[0-9]+ {
    yylval=atoi(yytext);
    return NUMBER;

}
[\t] ;
```

```
[\n] return 0;
```

```
. return yytext[0];
```

```
%%
```

```
int yywrap()
```

```
{
```

```
return 1;
```

```
}
```

```
prog.y
```

```
%{
```

```
/* Definition section */
```

```
#include<stdio.h>
```

```
int flag=0;
```

```
%}
```

```
%token NUMBER
```

```
%right '^'
```

```
%left '+' '-'
```

```
%left '*' '/' '%'
```

```
%left '(' ')' 
```

```
/* Rule Section */
```

```
%%
```

```
expr:E {printf("Valid expression\n");
```

```
printf("Result : %d\n",$$);
```

```
return 0;}
```

```
E:E+'E' {$$=$1+$3;}
```

```
|E-'E' {$$=$1-$3;}
```

```
|E'*'E {$$=$1*$3;}
```

```
|E/'E' {$$=$1/$3;}
```

```
|E%'E' {$$=$1%$3;}
```

```
|E'^'E {$$=$1^$3;}
```

```
|('E') {$$=$2;}
```

```
| NUMBER {$$=$1;}
```

```
;
```

```
%%
```

```
//driver code
```

```
void main()
```

```
{
```

```
printf("\nEnter Any Arithmetic Expression:\n");
```

```

yyvsparse();
if(flag==0)
printf("\nEntered arithmetic expression is Valid\n\n");
}

void yyerror()
{
printf("\nEntered arithmetic expression is Invalid\n\n");
flag=1;
}

```

OUTPUT:

```

Enter Any Arithmetic Expression:
4*3-5
Valid expression
Result : 7

Entered arithmetic expression is Valid

bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Desktop/045$ ./a.out
Enter Any Arithmetic Expression:
8/4+6-3
Valid expression
Result : 5

Entered arithmetic expression is Valid

```

**Q3) Use YACC to generate Syntax tree for a given expression.**

prog.l

```
%{
```

```
#include "y.tab.h"
```

```
extern int yylval;
```

```
%}
```

```
%%
```

```
[0-9]+ { yylval = atoi(yytext);
```

```
return digit; }
```

```
[\t] ;
```

```
[\n] return 0;
```

```
. return yytext[0];
```

```
%%
```

```
int yywrap(){
```

```
}
```

prog.y

```
%{
```

```
#include <math.h>
```

```
#include<ctype.h>
```

```
#include<stdio.h>
```

```
#include<stdlib.h>
```

```
#include<string.h>
```

```
struct tree_node
```

```
{
```

```
char val[10];
```

```
int lc;
```

```

int rc;

};

int ind;

struct tree_node syn_tree[100];

void my_print_tree(int cur_ind);

int mknode(int lc,int rc,char val[10]);

%}

%token digit

%right '^'

%left '+' '-'

%left '*' '/' '%'

%%

S:E { my_print_tree($1); }

;

E:E'+'T { $$= mknode($1,$3,"+"); ; }

|T { $$=$1; }

;

E:E'-'T { $$= mknode($1,$3,"-"); ; }

|T { $$=$1; }

;

T:T'*'F { $$= mknode($1,$3,"*"); ; }

|F { $$=$1 ; }

;

T:T'/'F { $$= mknode($1,$3,"/"); ; }

|F { $$=$1 ; }

;

F:'(E)'  
{ $$=$2; }

|digit {char buf[10]; sprintf(buf,"%d", yylval); $$ = mknode(-1,-1,buf);}

```



```

%%
int main()
{
ind=0;
printf("Enter an expression\n");
yyparse();
return 0;
}
int yyerror()
{
printf("NITW Error\n");
}
int mknode(int lc,int rc,char val[10])
{
strcpy(syn_tree[ind].val,val);
syn_tree[ind].lc = lc;
syn_tree[ind].rc = rc;
ind++;
return ind-1;
}
/*my_print_tree function to print the syntax tree in DLR fashion*/
void my_print_tree(int cur_ind)
{
if(cur_ind==-1) return;
if(syn_tree[cur_ind].lc==-1&&syn_tree[cur_ind].rc==-1)
printf("Digit Node -> Index : %d, Value : %s\n",cur_ind,syn_tree[cur_ind].val);
else
printf("Operator Node -> Index : %d, Value : %s, Left Child Index : %d,Right Child Index : %d\n",cur_ind,syn_tree[cur_ind].val, syn_tree[cur_ind].lc,syn_tree[cur_ind].rc);
}

```

```
my_print_tree(syn_tree[cur_ind].lc);
my_print_tree(syn_tree[cur_ind].rc);
}
```

OUTPUT:

```
6 bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Desktop/045$ ./a.out
7 Enter an expression
8 2+3*5
9 Operator Node -> Index : 4, Value : +, Left Child Index : 0,Right Child Index : 3
0 Digit Node -> Index : 0, Value : 2
1 Operator Node -> Index : 3, Value : *, Left Child Index : 1,Right Child Index : 2
2 Digit Node -> Index : 1, Value : 3
3 Digit Node -> Index : 2, Value : 5
4 bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Desktop/045$ ./a.out
5 Enter an expression
6 2-3
7 Operator Node -> Index : 2, Value : -, Left Child Index : 0,Right Child Index : 1
8 Digit Node -> Index : 0, Value : 2
9 Digit Node -> Index : 1, Value : 3
0 bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Desktop/045$ █
1
```

**Q4) Use YACC to convert: Infix expression to Postfix expression.**

prog.l

```
%{  
#include "y.tab.h"  
extern int yylval;  
%}  
%%  
[0-9]+ { yylval=atoi(yytext); return digit;}  
[\t] ;  
[\n] return 0;  
. return yytext[0];  
%%  
int yywrap()  
{  
}
```

prog.y

```
%{  
#include <ctype.h>  
#include<stdio.h>  
#include<stdlib.h>  
%}  
%token digit  
%right '^'  
%left '+' '-'  
%left '*' '/'  
  
%%  
S: E {printf("\n\n");}
```

```

;
E: E '+' T { printf("+");}
| T
;
E: E '-' T { printf("-");}
| T
;
T: T '*' F { printf("*");}
| F
;
T: T '/' F { printf("/");}
| F
;
F: F '^' G { printf("^");}
| G
;
G: '(' E ')'
| digit {printf("%d", $1);}
;
%%

int main()
{
printf("Enter infix expression: ");
yyparse();
}
yyerror()
{
printf("Error");

```

}

OUTPUT:

```
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Desktop/045$ ./a.out
Enter infix expression: 2+6*3+4
263*+4+
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Desktop/045$ ./a.out
Enter infix expression: 4-8/5
485/-
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Desktop/045$ 
```

**Q5) Use YACC to generate 3-Address code for a given expression.**

prog.l

d [0-9] +

a [a-zA-Z] +

%{

#include <stdio.h>

#include <stdlib.h>

#include "y.tab.h"

extern int yylval;

extern char iden[20];

%}

%%

{d} { yylval=atoi(yytext); return digit; }

{a} { strcpy(iden,yytext); yylval=1; return id; }

[ \t ] {;}

\n return 0;

. return yytext[0];

%%

int yywrap()

{

}

prog.y

%{

#include <math.h>

#include <ctype.h>

#include <stdio.h>

int var\_cnt=0;

char iden[20];

```

%}

%token id

%token digit

%%

S:id '=' E { printf("%s=t%d\n",iden,var_cnt-1); }

E:E '+' T { $$=var_cnt; var_cnt++; printf("t%d = t%d + t%d;\n", $$, $1, $3 );
}

|E '-' T { $$=var_cnt; var_cnt++; printf("t%d = t%d - t%d;\n", $$, $1, $3 );
}

|T { $$=$1; }

;

T:T '*' F { $$=var_cnt; var_cnt++; printf("t%d = t%d * t%d;\n", $$, $1, $3 ); }

|T '/' F { $$=var_cnt; var_cnt++; printf("t%d = t%d / t%d;\n", $$, $1, $3 ); }

|F { $$=$1 ; }

F:P '^' F { $$=var_cnt; var_cnt++; printf("t%d = t%d ^ t%d;\n", $$, $1, $3 );}

| P { $$ = $1;}

;

P: '(' E ')' { $$=$2; }

|digit { $$=var_cnt; var_cnt++; printf("t%d = %d;\n",$$,$1); }

;

%%

int main()

{
var_cnt=0;

printf("Enter an expression : \n");

yyparse();

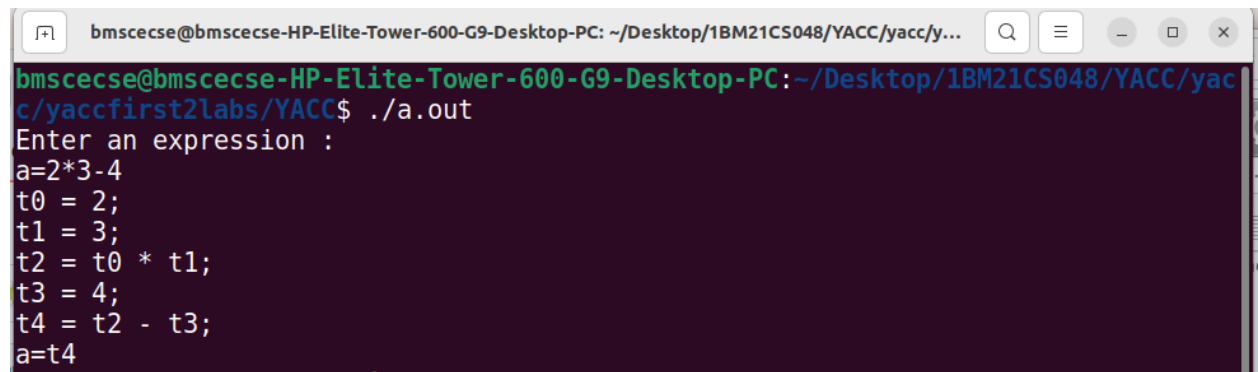
return 0;

}

```

```
yyerror()  
{  
printf("error");  
}
```

OUTPUT:

A terminal window screenshot showing the execution of a YACC program. The window title is "bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC: ~/Desktop/1BM21CS048/YACC/yacc/y...". The prompt is "bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Desktop/1BM21CS048/YACC/yacc/yaccfirst2labs/YACC\$". The user enters "./a.out". The program prompts "Enter an expression :". The user enters "a=2\*3-4". The program outputs "t0 = 2;", "t1 = 3;", "t2 = t0 \* t1;", "t3 = 4;", "t4 = t2 - t3;", and "a=t4".

```
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC: ~/Desktop/1BM21CS048/YACC/yacc/y...  
bmscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Desktop/1BM21CS048/YACC/yacc/yaccfirst2labs/YACC$ ./a.out  
Enter an expression :  
a=2*3-4  
t0 = 2;  
t1 = 3;  
t2 = t0 * t1;  
t3 = 4;  
t4 = t2 - t3;  
a=t4
```