

/ C2: Use YACC to Convert Binary to Decimal (including fractional numbers). */*

File: C2.y

```
/* definition section*/
%{
    #include<stdio.h>
    #include<stdlib.h>
    #include<math.h>
    // #define YYSTYPE double
    void yyerror(char *s);
    float x = 0;
}%

// creating tokens whose values are given by lex
%token ZERO ONE POINT

// following a grammar rule which is converting binary number to
// decimal number (float value)
%%

L: X POINT Y      {printf("%f", $1+x);}
  | X              {printf("%d", $$);}
X: X B            {$$=$1*2+$2;}
  | B              {$$=$1;}
Y: B Y            {x=$1*0.5+x*0.5;}
  |                {;}
B: ZERO           {$$=$1;}
  | ONE           {$$=$1;};

%%
// main function
int main()
{
    printf("Enter the binary number : ");
    // calling yyparse function which execute grammar rules and
lex    while(yyparse());
    printf("\n");
}
// if any error
void yyerror(char *s)
{
    fprintf(stdout, "\n%s", s);
}
```

File: C2.1

```
/* definitions */
%{
    // including required header files
    #include<stdio.h>
    #include<stdlib.h>
    #include"y.tab.h"
    // declaring a external variable yylval
    extern int yylval;
}%

/* rules
    if 0 is matched ,make yylval to 0 and return ZERO which is
    variable in Yacc program
    if 1 is matched ,make yylval to 1 and return ONE which is
    variable in Yacc program
    if . is matched ,return POINT which is variable in Yacc program
    if line change , return 0
    otherwise ,ignore*/
%%

0      {yylval=0;return ZERO;}
1      {yylval=1;return ONE;}
"."    {return POINT;}

[ \t] {;}
\n     return 0;

%%
```

