

Documentation

Github link: https://github.com/AmaliaDuma/Formal-Languages-and-Compiler-Design/tree/main/Labs/Lab_2%20-%20Scanner

Symbol Table

My symbol table is based on a hash table and has the following methods:

- `__init__(self, size)` : called when a new instance is created
- `hash(self, element)` : returns the hash value for a given element; the hash function calculates the sum of ascii codes of the characters % size of the table
- `size(self)` : returns the size of the table
- `search(self, element)` : searches for an element and returns its position or -1 if not found
- `add(self, element)` : adds a new element and returns its position if not already there, otherwise returns that element position
- `__str__(self)` : used for printing the table

Program Internal Form

A structure that holds pairs of the form (token, position in ST) and has the following methods:

- `__init__(self)` : called when a new instance is created
- `add(self, token, pos)` : adds a new pair of the form (token, position in ST) in the list
- `__str__(self)` : used for printing the content of the list

Scanner

A class that has holds a symbol table, a structure for the program internal form that implements the scanning algorithm and has the following methods:

- `_isIdentifier(self, token)` : checks if the given token is an identifier and returns true | false
- `_isConstant(self, token)` : checks if the given token is a constant and returns true | false

- `_isOperatorPart(self, char)` : checks if the given char is a part of an operator and returns true
| false
- `_getOperator(self, line, index)` : find the next operator in the given line using the index (crt position in line) and going character by character
- `_getStringConst(self, line, index)` : finds the next string constant in the line using the index (crt position in line) and going character by character
- `tokenize(self, line)` : splits the given line into tokens and adds them to a list that is returned
- `scanFile(self, filename)` : scans the file and applies the scanning algorithm; writes in “st.out” the content of the symbol table and in “pif.out” the content of the structure that wraps the program internal form