

Lexical Analysis (a.k.a. Scanning)

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Class Position

- Class Position encapsulates the concept of a position in a source file.
 - used primarily for error reporting
- The position is characterized by an ordered pair of integers
 - line number relative to the source file
 - character number relative to that line
- Note: Position objects are immutable – once created they can't be modified.

• Key methods

```
public int getLineNumber()
public int getCharNumber()
```

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Class Source

- Class Source is essentially an iterator that steps through the characters in a source file one character at a time. At any point during the iteration you can examine the current character and its position within the source file before advancing to the next character.
- Class Source
 - Encapsulates the source file reader
 - Maintains the position of each character in the source file
 - Input: a Reader (usually a FileReader)
 - Output: individual characters and their position within the file

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Class Source: Key Methods

```
/**
 * Returns the current character (as an int) in the source
 * file. Returns EOF if the end of file has been reached.
 */
public int getChar()

/**
 * Returns the position (line number, char number) of the
 * current character in the source file.
 */
public Position getCharPosition()

/**
 * Advance to the next character in the source file.
 */
public void advance() throws IOException
```

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Testing Class Source

```
String fileName = args[0];
FileReader fileReader = new FileReader(fileName);
Source source = new Source(fileReader);

while (source.getChar() != Source.EOF)
{
    int c = source.getChar();

    if (c == '\n')
        System.out.print("\n");
    else if (c != '\r')
        System.out.print((char) c);

    System.out.println("\t" + source.getCharPosition());

    source.advance();
}
```

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Results of Testing Class Source (Input File is Source.java)

```
p line 1, character 1
a line 1, character 2
c line 1, character 3
k line 1, character 4
a line 1, character 5
g line 1, character 6
e line 1, character 7
line 1, character 8
e line 1, character 9
d line 1, character 10
u line 1, character 11
. line 1, character 12
c line 1, character 13
i line 1, character 14
t line 1, character 15
a line 1, character 16
...
```

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Symbol (a.k.a. Token Type)

- The term **symbol** will be used to refer to the basic lexical units returned by the scanner. From the perspective of the parser, these are the terminal symbols.
- Symbols include
 - reserved words ("while", "if", ...)
 - operators and punctuation (":", "+", ";", ...),
 - identifier
 - intLiteral
 - special symbols (EOF, unknown)

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Enum Symbol

```
public enum Symbol
{
    // reserved words
    BooleanRW("Boolean"),
    IntegerRW("Integer"),
    ...
    whileRW("while"),
    writeRW("write"),
    writeLnRW("writeLn"),

    // arithmetic operator symbols
    plus("+"),
    minus("-"),
    times("*"),
    divide("/"),

```

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Enum Symbol (continued)

```
...
// literal values and identifier symbols
intLiteral("Integer Literal"),
charLiteral("Character Literal"),
stringLiteral("String Literal"),
identifier("Identifier"),

// special scanning symbols
EOF("End-of-File"),
unknown("Unknown");
...
}
```

See source file for details.

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Token

- The term **token** will be used to refer to a symbol together with additional information including
 - the position (line number and character number) of the symbol in the source file
 - the text associated with the symbol
- The additional information provided by a token is used for error reporting, constraint analysis, and code generation, but not to determine if the program is syntactically correct.

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Examples: Text Associated with Symbols

- "average" for an identifier
- "100" for an integer literal
- "Hello, world." for a string literal
- "while" for the reserved word "while"
- "<=" for the operator "<="

The text associated with user-defined symbols such as identifiers or literals is more significant than the text associated with language-defined symbols such as reserved words or operators.

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Class Token: Key Methods

```
/**
 * Returns the token's symbol.
 */
public Symbol getSymbol()

/**
 * Returns the token's position within the source file.
 */
public Position getPosition()

/**
 * Returns the string representation for the token.
 */
public String getText()
```

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Implementing Class Token

Class Token is implemented in two separate classes:

- An abstract, generic class that can be instantiated with any Symbol enum class

```
public abstract class AbstractToken
<Symbol extends Enum<Symbol>>
```
- A concrete class that instantiates the generic class using the Symbol enum class for CPRL

```
public class Token extends AbstractToken<Symbol>
```

Class AbstractToken is reusable on compiler projects other than a compiler for CPRL.

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Scanner (Lexical Analyzer)

- Class Scanner is essentially an iterator that steps through the tokens in a source file one token at a time. At any point during the iteration you can examine the current token, its text, and its position within the source file before advancing to the next token.
- Class Scanner
 - Consumes characters from the source code file as it constructs the tokens
 - Removes extraneous white space and comments
 - Reports any errors
 - Input: Individual characters (from class Source)
 - Output: Tokens (to be consumed by the parser)

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Class Scanner: Key Methods

```
/**
 * Returns a copy of the current token in the source file.
 */
public Token getToken()

/**
 * Returns a reference to the current symbol in the source file.
 */
public Symbol getSymbol()

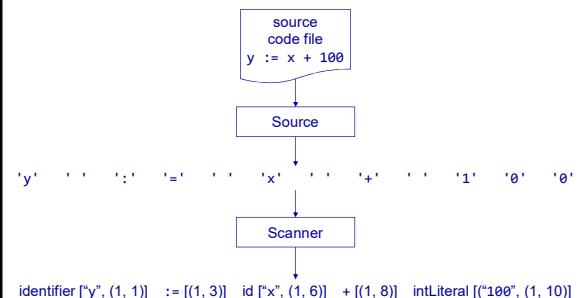
/**
 * Advance to the next token in the source file.
 */
public void advance() throws IOException
```

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Classes Source and Scanner



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Method advance()

```
...
try
{
    skipWhiteSpace();

    // currently at starting character of next token
    position = source.getCharPosition();
    text = null;

    if (source.getChar() == Source.EOF)
    {
        // set symbol but don't advance
        currentToken.setSymbol(Symbol.EOF);
    }
}
```

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Method advance() (continued)

```
else if (Character.isLetter((char) source.getChar()))
{
    String idString = scanIdentifier();
    symbol = getIdentifierSymbol(idString);

    if (symbol == Symbol.identifier)
        text = idString;
}
else if (Character.isDigit((char) source.getChar()))
{
    text = scanIntegerLiteral();
    symbol = Symbol.intLiteral;
}
```

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Method advance() (continued – scanning “+” and “-” symbols)

```
else
{
    switch((char) source.getChar())
    {
        case '+':
            currentToken.setSymbol(Symbol.plus);
            source.advance();
            break;
        case '-':
            currentToken.setSymbol(Symbol.minus);
            source.advance();
            break;
        ...
    }
}
```

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Method advance() (continued – scanning “>” and “>= ” symbols)

```
case '>':
    source.advance();
    if ((char) source.getChar() == '=')
    {
        currentToken.setSymbol(Symbol.greaterOrEqual);
        source.advance();
    }
    else
        currentToken.setSymbol(Symbol.greaterThan);
    break;
...
}
```

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Example: Scanning an Integer Literal

```
protected String scanIntegerLiteral() throws IOException
{
    // assumes that source.getChar() is the first digit
    // of the integer literal
    assert Character.isDigit((char) source.getChar()) : "... ";

    clearScanBuffer();
    do
    {
        scanBuffer.append((char) source.getChar());
        source.advance();
    }
    while (Character.isDigit((char) source.getChar()));

    return scanBuffer.toString();
}
```

assertion failure error message

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Tips on Scanning an Identifier

- Use a single method to scan all identifiers, including reserved words.


```
/**
 * Scans characters in the source file for a valid identifier.
 */
protected String scanIdentifier() throws IOException
```
- Use an “efficient” search routine to determine if the identifier is a user-defined identifier or a reserved word.


```
/**
 * Returns the symbol associated with an identifier
 * (Symbol.arrayRW, Symbol.ifRW, Symbol.identifier, etc.)
 */
protected Symbol getIdentifierSymbol(String idString)
```

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Lexical Errors

- There are several kinds of errors that can be detected by the scanner when processing a source file. Examples include
 - failure to properly close a character or string literal (e.g., encountering an end-of-line before a closing quote)
 - encountering a character that does not start a valid symbol (e.g., '#' or '@'), etc.
- Scanner method error()


```
private ScannerException error(String errorMsg)
{
    return new ScannerException(getPosition(), errorMsg);
}
```

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Handling Lexical Errors in Method advance()

```
catch (ScannerException e)
{
    ErrorHandler.getInstance().reportError(e);

    // set token to either EOF or unknown
    if (source.getChar() == Source.EOF)
    {
        if (getSymbol() != Symbol.EOF)
            currentToken.setSymbol(Symbol.EOF);
    }
    else
        currentToken.setSymbol(Symbol.unknown);
}
```

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Testing Class Scanner

```
String fileName = args[0];
FileReader fileReader = new FileReader(fileName);

Source source = new Source(fileReader);
Scanner scanner = new Scanner(source);
Token token;

do
{
    token = scanner.getToken();
    printToken(token);
    scanner.advance();
}
while (token.getSymbol() != Symbol.EOF);
```

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Testing Class Scanner (continued)

```
public static void printToken(Token token)
{
    System.out.printf("line: %2d char: %2d token: ",
        token.getPosition().getLineNumber(),
        token.getPosition().getCharNumber());
    if ( token.getSymbol() == Symbol.identifier
        || token.getSymbol() == Symbol.intLiteral
        || token.getSymbol() == Symbol.stringLiteral
        || token.getSymbol() == Symbol.charLiteral)
        System.out.print(token.getSymbol().toString() + " -> ");
    System.out.println(token.getText());
}
```

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Results of Testing Class Scanner (Input File is Correct_01.cpr1 in ScannerTests)

```
line: 2 char: 1 token: and
line: 2 char: 11 token: array
line: 2 char: 21 token: begin
line: 2 char: 31 token: Boolean
...
line: 9 char: 31 token: while
line: 9 char: 41 token: write
line: 10 char: 1 token: writeln
line: 13 char: 1 token: +
line: 13 char: 6 token: -
line: 13 char: 11 token: *
line: 13 char: 16 token: /
line: 16 char: 1 token: =
line: 16 char: 5 token: !=
line: 16 char: 10 token: <
line: 16 char: 14 token: <=
...
```

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