## Compiler Design Lab-5

## Intermediate Code Generation

Name: Arjun N R

```
SRN: PES2UG22CS910
Lexer.l
%{
  #define YYSTYPE char*
  #include <unistd.h>
  #include "y.tab.h"
  #include <stdio.h>
  extern void yyerror(const char *); // declare the error handling function
%}
/* Regular definitions */
digit [0-9]
letter [a-zA-Z]
      {letter}({letter}|{digit})*
id
digits {digit}+
opFraction (\.{digits})?
opExponent ([Ee][+-]?{digits})?
            {digits}{opFraction}{opExponent}
number
%option yylineno
%%
\bigvee\bigvee(.*); // ignore comments
```

```
"("
             {return *yytext;}
")"
             {return *yytext;}
             {return *yytext;}
             {return *yytext;}
             {return *yytext;}
"+"
             {return *yytext;}
             {return *yytext;}
"_"
             {return *yytext;}
"/"
             {return *yytext;}
"="
             {return *yytext;}
">"
             {return *yytext;}
             {return *yytext;}
"<"
{number}
             {
                   yylval = strdup(yytext); //stores the value of the number to
be used later for symbol table insertion
                   return T_NUM;
             }
             {
{id}
                                 yylval = strdup(yytext); //stores the identifier to
be used later for symbol table insertion
                                 return T_ID;
                          }
             {} // anything else => ignore
%%
int yywrap() {
```

[\t\n]; // ignore whitespaces

```
return 1;
}
Parser.y
%{
  #include "quad_generation.h"
  #include <stdio.h>
  #include <stdlib.h>
  #include <string.h>
  #define YYSTYPE char*
  void yyerror(char* s);
  int yylex();
  extern int yylineno;
  extern FILE* yyin;
  FILE* icg_quad_file;
  int temp_no = 1;
%}
%token T_ID T_NUM
%start START
```

```
START: ASSGN {
         printf("Valid syntax\n");
         YYACCEPT;
       }
ASSGN: T_ID '=' E { quad_code_gen($1, $3, "=", NULL); }
E: E'+'T {char* temp = new_temp(); quad_code_gen(temp, $1, "+", $3); $$
= temp; }
| E '-' T { char* temp = new_temp(); quad_code_gen(temp, $1, "-", $3); $$ =
temp; }
| T { $$ = $1; }
T: T'*' F { char* temp = new_temp(); quad_code_gen(temp, $1, "*", $3); $$
= temp; }
 = temp; }
| F { $$ = $1; }
F:'('E')' {$$ = $2;}
| T_{ID}  { $$ = $1; }
| T_NUM { $$ = $1; }
%%
void yyerror(char* s)
{
  printf("Error :%s at %d \n",s,yylineno);
```

```
}
int main(int argc, char* argv[])
{
  if (argc < 2) {
    printf("Usage: %s <input_file>\n", argv[0]);
     return 1;
  }
  FILE* input_file = fopen(argv[1], "r");
  if (!input_file) {
    perror("Error opening input file");
     return 1;
  }
  yyin = input_file; // Set the input stream for the lexer
  icg_quad_file = fopen("icg_quad.txt", "w");
  if (!icg_quad_file) {
    perror("Error opening output file");
    fclose(input_file);
    return 1;
  }
  yyparse();
  fclose(input_file);
```

```
fclose(icg quad file);
  return 0;
}
Quad_generation.h
#ifndef QUAD_GENERATION_H
#define QUAD GENERATION H
#include <stdio.h>
extern FILE* icg_quad_file; // Pointer to the output file for quadruples
extern int temp_no; // Variable to keep track of current temporary count
void quad code gen(char* a, char* b, char* op, char* c);
char* new_temp();
#endif
Quad_generation.c
#include <stdio.h>
#include <stdlib.h>
#include <string.h>
#include "quad_generation.h"
void quad_code_gen(char* a, char* b, char* op, char* c)
{
  if (c == NULL | | strlen(c) == 0) {
```

```
fprintf(icg quad file, "%s, %s, , %s\n", op, b, a);
  } else {
    fprintf(icg_quad_file, "%s, %s, %s, %s\n", op, b, c, a);
  }
}
char* new_temp()
{
  char* temp = (char*)malloc(sizeof(char)*4);
  sprintf(temp, "t%d", temp_no);
  ++temp_no;
  return temp;
}
Output
PS C:\Users\arjun\Documents\SEM-6\CD\CompilerDesign\Lab5\Lab 5 (ICG)> ./a.exe .\test_input_2.c
 PS C:\Users\arjun\Documents\SEM-6\CD\CompilerDesign\Lab5\Lab 5 (ICG)> ./a.exe .\test_input_1.c
 Valid syntax
 🖹 icg_quad2.txt 🗙
 Lab 5 (ICG) > 🖹 icg_quad2.txt
         /, c, 6.7, t1
         +, t1, 12.45, t2
          *, a, 1234.0, t3
          -, t2, t3, t4
          =, t4, , b
icg_quad.txt X
 Lab 5 (ICG) > 🖹 icg_quad.txt
         /, 9, 2, t1
         +, t1, a, t2
          -, t2, b, t3
          =, t3, , x
```