

Recognize identifiers

```
#include<stdio.h>
#include<conio.h>
#include<ctype.h>
void main()
{
char a[10];
int flag, i=1;
clrscr();
printf("\n Enter an identifier:");
gets(a);
if(isalpha(a[0]))
flag=1;
else
printf("\n Not a valid identifier");
while(a[i]!='\0')
{
if(!isdigit(a[i])&&!isalpha(a[i]))
{
flag=0;
break;
}
i++;
}
if(flag==1)
printf("\n Valid identifier");
getch();
}
```

```
/*lex code to determine whether input is
an identifier or not*/

% {
#include <stdio.h>
%}

/ rule section % %

// regex for valid identifiers
^[a - z A - Z _][a - z A - Z 0 - 9 _] *
printf("Valid Identifier");

// regex for invalid identifiers
^[^a - z A - Z _] printf("Invalid Identifier");
.;
% %

main()
{
yylex();
}
```

Recognize language of string ending with "ab"

```
#recognize the language of string ending with ab
```

```
def switcher(state,l):
```

```
    if state == 0:
```

```
        if l == 'a':
```

```
            return 1
```

```
        elif l == 'b':
```

```
            return 0
```

```
    elif state == 1:
```

```
        if l == 'a':
```

```
            return 1
```

```
        elif l == 'b':
```

```
            return 2
```

```
    elif state == 2:
```

```
        if l == 'a':
```

```
            return 1
```

```
        elif l == 'b':
```

```
            return 0
```

```
state = 0
```

```
s = input("Enter the string: ")
```

```
for l in s:
```

```
    state = switcher(state,l)
```

```
print (state)
```

```
if state == 2:
```

```
    print("String is accepted")
```

```
else :
```

```
    print("String is Rejected")
```

```
//lex program
```

```
%{
```

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

```
%}
```

```
str [a-z A-Z]*(ab)
```

```
%%
```

```
{str} printf("\n accepted");
```

```
. * printf("\n rejected");
```

```
%%
```

```
main()
```

```
{
```

```
printf("Enter the string:");
```

```
yylex();
```

```
}
```

Recognize language of string containing substring "bab"

```
class Main {  
    public static void main(String[] args) {  
        // create a string  
        String txt = "aeasdbablkklk";  
        String str1 = "bab";  
  
        // check if name is present in txt  
        // using contains()  
        boolean result = txt.contains(str1);  
        if(result) {  
            System.out.println(str1 + " is present in  
the string.");  
        }  
        else {  
            System.out.println(str1 + " is not  
present in the string.");  
        }  
    }  
}
```

#recognize the language of string with
substring bab

```
def switcher(state,l):
```

```
    if state == 0:
```

```
        if l == 'a':
```

```
            return 0
```

```
        elif l == 'b':
```

```
            return 1
```

```
    elif state == 1:
```

```
        if l == 'a':
```

```
            return 2
```

```
        elif l == 'b':
```

```
            return 1
```

```
    elif state == 2:
```

```
        if l == 'a' :
```

```
            return 0
```

```
        elif l == 'b':
```

```
            return 3
```

```
    elif state == 3:
```

```
        if l == 'a' or l == 'b' :
```

```
            return 3
```

```
state = 0
```

```
s = input("Enter the string: ")
```

```
for l in s:
```

```
    state = switcher(state,l)
```

```
print (state)
```

```
if state == 3:
```

```
    print("String is accepted")
```

```
else :
```

```
    print("String is Rejected")
```

Recognize relational operators

```
#include<stdio.h>
#include<conio.h>
void main()
{
char s[5];
printf("\n Enter any operator:");
gets(s);
switch(s[0])
{
case'>': if(s[1]=='>')
printf("\n Greater than");
break;
case'<': if(s[1]=='<')
printf("\nLess than");
break;
case'==': if(s[1]=='==')
printf("\nEqual to");
break;
case'!=': if(s[1]=='!=')
printf("\nNot Equal");
break;
case'&&': if(s[1]=='&&')
printf("\nLogical AND");
break;
case'||': if(s[1]=='||')
printf("\nLogical OR");
break;
default: printf("\n Not a operator");
}
getch();
}
```

#recognise the relational operator

```
rel_op = {
    "==" : "Double Equals to",
    ">" : "greater than",
    "<" : "less than",
    "<=" : "less than equals to",
    ">=" : "Greater than Equals to",
}
```

```
inp = input("Enter the Relational operator:
")
```

```
if inp in rel_op:
```

```
    print(rel_op[inp])
```

```
else :
```

```
    print("No such operator")
```

Count character, lines, spaces, numbers ..

```
%{  
int lines=0, words=0, capital=0, small=0,  
num=0, space=0, other=0;  
%}  
%%  
\n {lines++;words++}  
[\\t"]words++;  
[A-Z]capital++;  
[a-z]small++;  
[0-9]num++;  
([ ])+ space++;  
. {other++;}  
%%  
  
int main()  
{  
yyin= fopen("countp.txt","r");  
yylex();  
printf("Lines=%d\\n", lines);  
printf("Words=%d\\n",words);  
printf("Small letters=%d\\n", small);  
printf("Capital letters=%d\\n",capital);  
printf("Numbers=%d\\n", num);  
printf("Spaces=%d\\n", space);  
printf("Other=%d\\n", other);  
return 0;  
}  
int yywrap()  
{  
return 1;  
}
```

Countp.txt

your Name

This is a sample

123

&& bye

Calculator using Yacc

Calc.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;
}
```

Calc.y

```
%{

/* Definition section */

#include<stdio.h>

int flag=0;

}%

%token NUMBER

%left '+' '-'

%left '*' '/' '%'

%left '(' ')'

/* Rule Section */

%%

ArithmeticExpression: E{

                                printf("\nResult=%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')' {$$=$2;}

| NUMBER {$$=$1;}

;

%%

//driver code

void main()

{

    printf("\nEnter Any Arithmetic Expression which can have operations Addition, Subtraction, Multiplication, Division, Modulus and Round brackets:\n");

    yyparse();

    if(flag==0)

        printf("\nEnter arithmetic expression is Valid\n\n");

    }

    void yyerror()

    {

        printf("\nEnter arithmetic expression is Invalid\n\n");

        flag=1;

    }

}
```

Three address code

```
#include<stdio.h>

#include<string.h>

void dm();

void as();

inti,j,l;

char ex[10],expr[10] ,expr1[10];

void main()

{

printf("\nEnter an Arithmetic Expression: ");

scanf("%s",ex);

strcpy(expr,ex);

l=strlen(expr);

expr1[0]='\0';

for(i=0;i<l;i++)

{

if(expr[i+2]=='/' || expr[i+2]=='*'){

if(expr[i]=='+' || expr[i]=='-') {

dm();

break; }

else{

as();

break; }}}

void dm() {

strrev(expr);

j=l-i-1;

strncat(expr1,expr,j);

strrev(expr1);

printf("Three Address Code:\nt1=%s\nt2=%c%ct1\nx=t2\n",expr1,expr[j+1],expr[j]);

}

void as() {

strncat(expr1,expr,i+2);

printf("Three Address

Code:\nt1=%s\nt2=t1%c%c\nx=t2\n",expr1,expr[i+2],expr[i+3]);

}
```

Symbol table for 2 pass assembler

```
instructions=[[" ", "START", "200", " "],
[" ", "MOVER", "AREG", "DATA"],
[" ", "MOVER", "BREG", "=4"],
["X", "EQU", "10", " "],
[" ", "LTORG", " ", " "],
["DATA", "DC", "5", " "],
["ST", "DS", "10", " "],
[" ", "MOVER", "BREG", "=5"],
[" ", "END", " ", " "]]
LocationCounter=[]
LC=int(instructions[0][2])
LocationCounter.append(LC)
for i in instructions[1:]:
    LocationCounter.append(LC)
    if(i[1]=="EQU"):
        continue
    elif(i[1]=="DS"):
        LC+=int(i[2])
    else:
        LC+=1
#print(LocationCounter)
SymbolTable=[]
for i in range(len(instructions)):
    temp=[]
    if instructions[i][1]=="EQU":
        temp.append(instructions[i][0])
        temp.append(int(instructions[i][2]))
        SymbolTable.append(temp)
    elif instructions[i][0]==" " and instructions[i][3]!=" " and (not instructions[i][3].startswith("=")):
        temp.append(instructions[i][3])
        SymbolTable.append(temp)
    elif instructions[i][0]!=" " and [instructions[i][0]] not in SymbolTable:
        temp.append(instructions[i][0])
        temp.append(LocationCounter[i])
        SymbolTable.append(temp)
    elif instructions[i][0]!=" " and [instructions[i][0]] in SymbolTable:
        SymbolTable[SymbolTable.index([instructions[i][0]])].append(LocationCounter[i])
#print(SymbolTable)
print(" Symbol Table ")
print("-----")
count=0
length=1
print("|Index\t|Symbol\t|Address|Length\t|")
print("-----")
for i in SymbolTable:
    print("|%d\t|%s\t|%d\t|%d\t|"%(count,i[0],i[1],length))
    count+=1
print("-----")
```


Literal table for 2 pass assembler

```
lc=0
ins=["START 200","MOVER AREG,DATA","MOVER BREG,=4","X EQU
10","LTORG","DATA DC 5","ST DS 10","MOVER BREG,=5","END"]
inst,addr=ins[0].split(" ")
if(inst=="START"):
    lc=int(addr)
    litname=[]
    litarr=[]
    for i in range(1,len(ins)):
        if "DS" in ins[i]:
            num=int(ins[i].split(" ")[-1])
            lc+=num
        elif(ins[i]=="LTORG"):
            lc-=1
        litarr.append(lc)
        lc+=1
        elif(ins[i]=="END"):
            litarr.append(lc)
        else:
            if "=" in ins[i]:
                instr,lit=ins[i].split("=")
                litname.append("="+lit)
                lc+=1
    print("*****Literal Table*****")
    print("index\tname\taddress")
    for i in range(len(litname)):
        print(str(i)+"\t"+litname[i]+\t"+str(litarr[i]))
```

Intermediate code for two pass assembler

MDT, MNT, ALA for macro processor

```
MTDC = 0
# file=open("in.txt")
# a = file.readlines()
a= ['MACRO', 'ADDM &arg1 &arg2 &arg3', 'A 1, &arg1', 'A 2, &arg2', 'A 3, &arg3', 'MEND']
#ALA Table
ala={}
ala_statement = []
for i in a:
    if "MACRO" in i:
        MACRO = True
        continue
    if MACRO == True:
        ala_statement.append(i)
        break
    ala_statement_1= "".join(ala_statement)
    ala_statement_word = ala_statement_1.split()
    count = 0
    for i in ala_statement_word:
        if count ==0:
            ala['&lab'] = f'#{count}'
            count +=1
        else:
            if '&' in i:
                ala[i] = f'#{count}'
                count +=1
#Macro Defination Table
ans = {}
MACRO = False
MEND = False
count_i = 0
reg = None
key = None
for i in a:
    if "MACRO" in i and MACRO == False and MEND == False:
        MACRO = True
        continue
    if i != "MACRO" and MACRO == True and MEND == False:
        if count_i == 0:
            ans[count_i] = f'&lab {i}'
            count_i +=1
        else:
            a= i.split()
            b = ala.keys()
            c = []
            for k in b:
```

continued

```

c.append(k)
for j in a:
    if j in c:
        reg = ala[j]
        key = j
        if reg!= None:
            ans_1= i.replace(key,reg)
            if count_i ==1:
                ans[count_i] = f'#0 {ans_1}'
            else:
                ans[count_i] = ans_1
            count_i+=1
def print_macro_defination_table():
    print("\tMDT\t")
    print("-"*20)
    print("Index\t Instruction")
    for key,value in ans.items():
        print(f'{key}\t{value}\t')
    print("-"*20)
def print_ALA_Table():
    print("\tALA\t")
    print("-"*20)
    print("Index\t Name")
    for key,value in ala.items():
        print(f'{value}\t{key}\t')
    print("-"*20)
print_macro_defination_table()
print()
print()
print_ALA_Table()
code= [['MACRO'],
['&LAB','ADDM','&arg1','&arg2','&arg3'],
['&LAB','A','1','&arg1'],
['','A','2','&arg2'],
['','A','3','&arg3'],
['MEND']
]
DC = {'D1':4, 'D2':5, 'D3':6}
mCall = 'L1 ADDM D1 D2 D3'
callList = mCall.split(' ')
cList = list(callList)
callList.remove(code[1][1])
MDT = [['&LAB','ADDM','&arg1','&arg2','&arg3'],
['#0','A','1','#1'],

```

continued

```

['','A','2','#2'],
['','A','3','#3'],
['MEND']]
MNT = [[0,'ADDM',0]]
dummyALA = [['#0','&LAB'],
['#1','&arg1'],
['#2','&arg2'],
['#3','&arg3']]
expansionTable = []
actualALA = {}
x = 0
for i,j in enumerate(callList):
if code[1][1]==j:
continue
else:
actualALA[dummyALA[i][0]] = j
for i in MDT[1:-1]:
if len(expansionTable)==0:
expansionTable.append([cList[0], i[1], i[2], actualALA[i[3]]])
else:
expansionTable.append(['',i[1], i[2], actualALA[i[3]]])
print()
print('\tExpansion Table')
for i in expansionTable:
print('%s\t%s\t%s\t%s\t'%(i[0],i[1],i[2],i[3]))

```

compute first for grammer

```
#include<stdio.h>
#include<conio.h>
#include<string.h>
void main()
{
    char t[5],nt[10],p[5][5],first[5][5],temp;
    int i,j,not,nont,k=0,f=0;
    clrscr();
    printf("\nEnter the no. of Non-terminals in the grammer:");
    scanf("%d",&nont);
    printf("\nEnter the Non-terminals in the grammer:\n");
    for(i=0;i<nont;i++)
    {
        scanf("\n%c",&nt[i]);
    }
    printf("\nEnter the no. of Terminals in the grammer: ( Enter e for absiline ) ");
    scanf("%d",&not);
    printf("\nEnter the Terminals in the grammer:\n");
    for(i=0;i<not| |t[i]!='$';i++)
    {
        scanf("\n%c",&t[i]);
    }
    for(i=0;i<nont;i++)
    {
        p[i][0]=nt[i];
        first[i][0]=nt[i];
    }
    printf("\nEnter the productions :\n");
    for(i=0;i<nont;i++)
    {
        scanf("%c",&temp);
        printf("\nEnter the production for %c ( End the production with '$' sign )",p[i][0]);
        for(j=0;p[i][j]!='$';)
        {
            j+=1;
            scanf("%c",&p[i][j]);
        }
    }
    for(i=0;i<nont;i++)
    {
        printf("\nThe production for %c -> ",p[i][0]);
        for(j=1;p[i][j]!='$';j++)
        {
            printf("%c",p[i][j]);
        }
    }
    for(i=0;i<nont;i++)
    {
        f=0;
        for(j=1;p[i][j]!='$';j++)
        {
            for(k=0;k<nont;k++)
            {
                if(f==1)
                    break;
                if(p[i][j]==t[k])
                {
                    first[i][j]=t[k];
                    first[i][j+1]='$';
                    f=1;
                    break;
                }
                else if(p[i][j]==nt[k])
                {
                    first[i][j]=first[k][j];
                    if(first[i][j]=='e')
                        continue;
                    first[i][j+1]='$';
                    f=1;
                    break;
                }
            }
        }
    }
    for(i=0;i<nont;i++)
    {
        printf("\n\nThe first of %c -> ",first[i][0]);
        for(j=1;first[i][j]!='$';j++)
        {
            printf("%c\t",first[i][j]);
        }
    }
    getch();
}
```

target code for compiler

```
#include<stdio.h>
#include<conio.h>
#include<string.h>
char op[2], arg1[5], arg2[5], result[5];
void
main ()
{
    FILE *fp1, *fp2;
    fp1 = fopen ("input.txt", "r");
    fp2 = fopen ("output.txt", "w");
    while (!feof (fp1))
    {

        fscanf (fp1, "%s%s%s%s", op, arg1, arg2, result);
        if (strcmp (op, "+") == 0)
        {
            fprintf (fp2, "\nMOV R0,%s", arg1);
            fprintf (fp2, "\nADD R0,%s", arg2);

        }
        if (strcmp (op, "*") == 0)
        {
            fprintf (fp2, "\nMOV R0,%s", arg1);
            fprintf (fp2, "\nMUL R0,%s", arg2);
            fprintf (fp2, "\nMOV %s,R0", result);
        }
        if (strcmp (op, "-") == 0)
        {
            fprintf (fp2, "\nMOV R0,%s", arg1);
            fprintf (fp2, "\nSUB R0,%s", arg2);
            fprintf (fp2, "\nMOV %s,R0", result);
        }
        if (strcmp (op, "/") == 0)
        {
            fprintf (fp2, "\nMOV R0,%s", arg1);
            fprintf (fp2, "\nDIV R0,%s", arg2);
            fprintf (fp2, "\nMOV %s,R0", result);}
        if (strcmp (op, "=") == 0){

            fprintf (fp2, "\nMOV %s,R0", result);}
    }
    fclose (fp1);
    fclose (fp2);
    getch ();}

Input.txt
+ a b t1
= t1 ? x

Output.txt

MOV R0,a
ADD R0,b
MOV x,R0
```