Compiler Design Lab

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Exercise 1

1. Aim: Write a Lex program to count number of lines, spaces and etc.

Code:

```
Pgm2.l
 1 /* DESCRIPTION/DEFINITION SECTION */
 2 %{
 3 #include<stdio.h>
 4 int lc=0,sc=0,tc=0,ch=0,wc=0; // GLOBAL VARIABLES
 5 %}
 6
7
8 %%
 9 [\n] { lc++; ch+=yyleng;}
10 [ \t] { sc++; ch+=yyleng;}
11 [^\t] { tc++; ch+=yyleng;}
12 [^\t\n ]+ { wc++; ch+=yyleng;}
13 %%
14
15 int yywrap(){ return 1; }
             After inputting press ctrl+d
                                                      */
16 /*
17
18 // MAIN FUNCTION
19 int main(){
       printf("Enter the Sentence : ");
       yylex();
21
       printf("Number of lines : %d\n",lc);
printf("Number of spaces : %d\n",sc);
22
23
24
       printf("Number of tabs, words, charc : %d , %d , %d\n",tc,wc,ch);
25
26
       return 0;
27 }
```

```
asecomputerlab@ase-computer-lab:~$ lex Pgm1.l
asecomputerlab@ase-computer-lab:~$ cc lex.yy.c -lfl
asecomputerlab@ase-computer-lab:~$ ./a.out
Enter the Sentence : hello everyone i am rohan
new things are meant to be learnt
jjshlkdjh as
jsdkjhas

Number of lines : 6
Number of spaces : 12
Yumber of tabs, words, charc : 1 , 14 , 85
```

2. Aim: Write a Lex program to count number of words in given sentence.

Code:

```
1 /*lex program to count number of words*/
2 %{
3 #include<stdio.h>
4 #include<string.h>
5 int i = 0;
6 %}
8 /* Rules Section*/
9 %%
10 ([a-zA-Z0-9])* {i++;} /* Rule for counting
                            number of words*/
13 "\n" {printf("%d\n", i); i = 0;}
14 %%
15
16 int yywrap(void){}
17
18 int main()
19
      // The function that starts the analysis
20
      yylex();
21
22
23
      return 0;
24
```

```
asecomputerlab@ase-computer-lab:~$ lex Pgm2.l
asecomputerlab@ase-computer-lab:~$ cc lex.yy.c -lfl
asecomputerlab@ase-computer-lab:~$ ./a.out
hi rohan
2
hello
1
```

3. Aim: Write a Lex program to check whether the given number is even or odd

Code:

```
1 /*Lex program to take check whether
2 the given number is even or odd */
3
4 %{
5 #include<stdio.h>
6 int i;
7 %}
8
9 %%
10
11 [0-9]+
             {i=atoi(yytext);
12
            if(i%2==0)
                 printf("Even");
13
14
           printf("Odd");}
15
16 %%
17
18 int yywrap(){}
20 /* Driver code */
21 int main()
22 🛚
23
24
      yylex();
25
      return 0;
```

```
asecomputerlab@ase-computer-lab:-$ lex Pgm3.l
asecomputerlab@ase-computer-lab:-$ cc lex.yy.c -lfl
asecomputerlab@ase-computer-lab:-$ ./a.out
44
Even
49
Odd
```

4. Aim: Write a Lex program to count the positive numbers, negative numbers and fractions.

Code:

```
1 /* Lex program to Count the Positive numbers,
           - Negative numbers and Fractions */
 2
 3
 4 %{
         /* Definition section */
        int postiveno=0;
 6
 7
        int negtiveno=0;
        int positivefractions=0;
 8
 9
       int negativefractions=0;
10 %}
11
12 /* Rule Section */
13 DIGIT [0-9]
14 %%
15
16 \+?{DIGIT}+
                                  postiveno++;
17 -{DIGIT}+
                                 negtiveno++;
18
19 \+?{DIGIT}*\.{DIGIT}+
20 -{DIGIT}*\.{DIGIT}+
negativefractions++;
21 . ;
22 %%
23
24 // driver code
25 int main()
26
       yylex();
printf("\nNo. of positive numbers: %d", postiveno);
printf("\nNo. of Negative numbers: %d", negtiveno);
27
28
        printf("\nNo. of Positive numbers in fractions: %d", positivefractions);
printf("\nNo. of Negative numbers in fractions: %d\n", negativefractions);
30
31
        return 0;
32
33
```

```
asecomputerlab@ase-computer-lab:~$ lex Pgm4.l
asecomputerlab@ase-computer-lab:~$ cc lex.yy.c -lfl
asecomputerlab@ase-computer-lab:~$ ./a.out
2 3 -4 5 -8 10

No. of positive numbers: 4
No. of Negative numbers: 2
No. of Positive numbers in fractions: 0
No. of Negative numbers in fractions: 0
```

5. Aim: Write a Lex program to count the vowels and consonants in the given string

Code:

```
1 %{
 2
      int vow_count=0;
 3
      int const_count =0;
 4 %}
 5
6 %%
7 [aetouAEIOU] {vow_count++;}
8 [a-zA-Z] {const_count++;}
9 %%
10 int yywrap(){}
11 int main()
12 {
13
       printf("Enter the string of vowels and consonants:");
14
      yylex();
      printf("Number of vowels are: %d\n", vow_count);
15
      printf("Number of consonants are: %d\n", const_count);
16
17
      return 0;
18 }
19
20
21
```

```
asecomputerlab@ase-computer-lab:~$ lex Pgm5.l
asecomputerlab@ase-computer-lab:~$ cc lex.yy.c -lfl
asecomputerlab@ase-computer-lab:~$ ./a.out
Enter the string of vowels and consonants:i am keerthi rohan
Number of vowels are: 7
Number of consonants are: 8
asecomputerlab@ase-computer-lab:~$ [
```

Exercise 2

1. Aim: To implement eliminate left recursion and left factoring from the given grammar using C program.

Algorithm:

Left Factoring:

- Start the processes by getting the grammar and assigning it to the appropriate variables
- Find the common terminal and non-terminal elements and assign them in a separate grammar
- Display the new and modified grammar.

Code:

```
ex2.c
 1 #include<stdio.h>
2 #include<string.h>
3 int main()
4 [
5
          char gram[20],part1[20],part2[20],modifiedGram[20],newGram[20],tempGram[20];
          int i,j=0,k=0,l=0,pos;
7
          printf("Enter Production : A->");
8
          gets(gram);
          for(i=0;gram[i]!='|';i++,j++)
9
10
                  part1[j]=gram[i];
11
          part1[j]='\0';
          for(j=++i,i=0;gram[j]!='\0';j++,i++)
12
13
                   part2[i]=gram[j];
          part2[i]='\0';
14
15
          for(i=0;i<strlen(part1)||i<strlen(part2);i++)</pre>
16
          {
                   if(part1[i]==part2[i])
17
18
                   {
19
                           modifiedGram[k]=part1[i];
                           k++;
20
21
22
                           pos=i+1;
                   }
23
24
          for(i=pos,j=0;part1[i]!='\0';i++,j++){
25
26
                   newGram[j]=part1[i];
27
28
          newGram[j++]='|';
          for(i=pos;part2[i]!='\0';i++,j++){
29
                  newGram[j]=part2[i];
30
31
          modifiedGram[k]='X';
32
33
          modifiedGram[++k]='\0';
34
          newGram[j]='\0';
35
          printf("\n A->%s",modifiedGram);
36
          printf("\n X->%s\n",newGram);
37
```

Left recursion:

2. Aim: To implement left recursion using C.

Algorithm:

- Start the processes by getting the grammar and assigning it to the appropriate variables.
- Check if the given grammar has left recursion.
- Identify the alpha and beta elements in the production.
- Print the output according to the formula to remove left recursion

Code:

```
1 #include<stdio.h>
 2 #include<string.h>
 3 #define SIZE 10
 4 int main () {
 5 char non_terminal;
6 char beta,alpha;
 7 int num;
 8 char production[10][SIZE];
9 int index=3; /* starting of the string following "->" */
10 printf("Enter Number of Production : ");
11 scanf("%d",&num);
12 printf("Enter the grammar as E->E-A :\n");
13 for(int i=0;i<num;i++){
14 scanf("%s",production[i]);</pre>
15 }
17 printf("\nGRAMMAR : : : %s",production[i
18 non_terminal=production[i][0];
19 if(non_terminal==production[i][index]) {
20 alpha=production[i][index+1];
21 printf(" is left recursive.\n");
22 while(production[i][index]!=0 && production[i][index]!='|')
23 index++:
24 if(production[i][index]!=0) {
25 beta=production[i][index+1];
26 printf("Grammar without left recursion:\n");
27 printf("%c->%c%c\'",non_terminal,beta,non_terminal);
28 printf("\n%c\'->%c%c\'|E\n",non_terminal,alpha,non_terminal);
30 else
31 printf(" can't be reduced\n");
32 }
34 printf(" is not left recursive.\n");
35 index=3;
36 }
37 }
38
```

Output:

```
asecomputerlab@ase-computer-lab:~/EX2$ gcc ex2_left_recursion.c
asecomputerlab@ase-computer-lab:~/EX2$ ./a.out
Enter Number of Production : 2
Enter the grammar as E->E-A :
E->EA|A
A->A|B

GRAMMAR : : : E->EA|A is left recursive.
Grammar without left recursion:
E->AE'
E'->AE'|E

GRAMMAR : : : A->A|B is left recursive.

Grammar without left recursion:
A->BA'
A'->|A'|E
asecomputerlab@ase-computer-lab:~/EX2$ []
```

Result: The program to implement left factoring and left recursion has been successfully executed.

Exercise 3

Aim: To implement LL(1) parsing using C program.

Algorithm:

- 1) Read the input string.
- 2) Using predictive parsing table parse the given input using stack.
- 3) If stack [i] matches with token input string pop the token else shift it repeat the process until it reaches to \$.

Code:

```
40 }
41 swttch(s[j])
42 {
43 case '\': str2=0;
44 break;
45 case '+': str2=1;
46 break;
47 case '*': str2=2;
48 break;
49 case '(': str2=3;
50 break;
51 case ')': str2=4;
52 break;
53 case '\': str2=5;
54 break;
55 }
56 if(m[str1][str2][0]=='\0')
57 {
58 printf("\nerror");
59 printf("\nerror");
```

```
asecomputerlab@ase-computer-lab:~$ gedit ll.c
asecomputerlab@ase-computer-lab:~$ gcc ll.c
asecomputerlab@ase-computer-lab:~$ ./a.out

Enter the input string: i*i+i

Stack Input

----

$bt i*i+i$
$bcf i*i+i$
$bci i*i+i$
$bci i*i+i$
$bci i+i$
$bcf* *i+i$
$bcf i+i$
$bcf i+i$
$bcf i+i$
$bci i+i$
$bcf i$
$bcf i$
$bcf i$
$bcf i$
$bcf i$
$bcf i$
```