# NATIONAL INSTITUTE OF TECHNOLOGY KARNATAKA, SURATHKAL



# **COMPILER LAB PROJECT-1**

# LEXICAL ANALYZER USING FLEX

Submitted By:

Chirag Jamadagni (13CO117) Abhijith Anilkumar (13CO102) George CM (13CO119)

#### **COMPILER LAB**

# Phase 1 - Lexical Analyzer

### **Abstract**

A compiler, in general, is a computer program that transforms source code written in a programming language into another computer language. A compiler has many parts like the Lexical Analyzer, Parser, Semantic checker, Intermediate-code generator, Code optimizer and Code generator.

The Lexical analyzer of the compiler is the part which identifies each entry in the source program and differentiate them into lexemes of different tokens. It uses regular expression for achieving this task. Apart from identifying the token it also reports a few lexical errors.

This project makes a Lexical analyzer for a subset of C language using the flex tool. The flex tool allows users to create a scanner, with C language as the base and provides the provision for specifying the regular expression associated with each token. It then by default creates the DFA associated with it and identifies and returns the token as the output.

# **TABLE OF CONTENTS**

Title	Page Number
Introduction	5
Design	9
Test Cases	13
Implementation	16
Results	17
Examples	18
Future Work	24
References	24

# List of Tables

Title	Page No.
Test Cases	13

# List of Figures

Title	Page No.
Scanner code - 1	9
Scanner code - 2	10
Scanner code - 3	10
Scanner code - 4	11
Scanner code - 5	11
Scanner code - 6	12
Run file (Shell Script)	12
Example 1 input	18
Example 1 output	18

Example 2 input	19
Example 2 output	19
Example 3 input	20
Example 3 output	20
Example 4 input	21
Example 4 output	21
Example 5 input	22
Example 5 output	23

# Introduction

This project involves building a compiler. There are four phases which leads to the development of the following parts: Lexical Analyzer, Parser, Semantic Checker and Intermediate Code Generator.

### Lexical Analyzer

Lexical Analyzer is a component of a compiler that goes through the source program directly and identifies tokens.

The main task of Lexical Analyzer is to read a stream of characters as an input and produce a sequence of tokens such as names, keywords, punctuation marks etc. for syntax analyzer. It discards the white spaces and comments between the tokens and also keep track of line numbers. It reads a lexeme and identifies which token it belongs to. It also makes an entry into the symbol table

Lexical Analyzer also generates errors in the following cases:

- **Unidentified token:** When the lexeme does not match any of the specified regular expressions.
- Unterminated String: When the right number of inverted commas are not provided.
- **Nested Comments:** Nested comments are not supported.
- Nested Strings: Nestes strings are also not supported.
- **Unmatched Parenthesis:** If there are missing parenthesis, an error message is generated.

### Flex Script

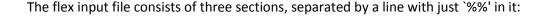
Flex - Fast Lexical Analyzer Generator

It is a tool for generating programs that perform pattern-matching on text.

Flex is basically a tool for generating **scanners**: programs which recognized lexical patterns in text. Flex reads the given input files, or its standard input if no file names are given, for a description of a scanner to generate. The description is in the form of pairs of regular expressions and C code, called **rules**. flex generates as output a C source file, `lex.yy.c', which defines a routine `yylex()'. This file is compiled to produce an executable. When the executable is run, it analyzes its input for occurrences of the regular expressions. Whenever it finds one, it executes the corresponding C code.

These programs perform character parsing and tokenizing via the use of a deterministic finite automaton (DFA). A DFA is a theoretical machine accepting regular languages. These machines are a subset of the collection of Turing machines. DFAs are equivalent to read-only right moving Turing machines. The syntax is based on the use of regular expressions. See also nondeterministic finite automaton.

### Format of the Input File



definitions

%%
rules

%%
user code

The **definitions** section contains declarations of simple **name** definitions to simplify the scanner specification, and declarations of **start condition**.

The **rules** section of the flex input contains a series of rules of the form:

**Pattern action**: Where the pattern must be unindented and the action must begin on the same line. The patterns in the input are written using an extended set of regular expressions.

Finally, the **user code** section is simply copied to `lex.yy.c' verbatim. It is used for companion routines which call or are called by the scanner. The presence of this section is optional; if it is missing, the second `%%' in the input file may be skipped, too.

In the definitions and rules sections, any indented text or text enclosed in `%{' and `%}' is copied verbatim to the output (with the `%{}''s removed). The `%{}''s must appear unindented on lines by themselves.

In the rules section, any indented or %{} text appearing before the first rule may be used to declare variables which are local to the scanning routine and (after the declarations) code which is to be executed whenever the scanning routine is entered. Other indented or %{} text in the rule section is still copied to the output, but its meaning is not well-defined and it may well cause compile-time errors.

In the definitions section (but not in the rules section), an unindented comment (i.e., a line beginning with "/\*") is also copied verbatim to the output up to the next "\*/".

### **C** Program

This project aims to create a compiler for subset of C language. C is a general-purpose, high-level language that was originally developed by Dennis M. Ritchie to develop the UNIX operating system at Bell Labs. C was originally first implemented on the DEC PDP-11 computer in 1972. In 1978, Brian Kernighan and Dennis Ritchie produced the first publicly available description of C, now known as the K&R standard.

C is a general-purpose, imperative computer programming language, supporting structured programming, lexical variable scope and recursion, while a static type system prevents many unintended operations. By design, C provides constructs that map efficiently to typical machine instructions, and therefore it has found lasting use in applications that had formerly been coded in assembly language, including operating systems, as well as various application software for computers ranging from supercomputers to embedded systems.

Since this compiler is built for C language, all testing has been done using C programs. Special C programs are written as test cases for testing the working of the compiler.

# Design

### Scanner.I

### **Explanation:**

This code is the scanner which will be converted to lex.yy.cc. It contains regular expressions for classifying the various lexemes to tokens and also defines the actions that should be taken for the various cases.

### Code:

```
| 7 | Scanner Program */
| 3 | 7 | Scanner Program */
| 4 | 0 | 0.90 |
| 5 | (0.92) |
| 6 | (a.7A.*Z.) |
| 7 | (c.7) |
| 8 | (c.7) |
| 9 | (c.7) |
| 1 | (c.7) |
| 1 | (c.7) |
| 1 | (c.7) |
| 2 | (c.7) |
| 3 | (c.7) |
| 4 | (c.7) |
| 5 | (c.7) |
| 5 | (c.7) |
| 6 | (c.7) |
| 7 | (c.7) |
| 8 | (c.7) |
| 9 | (c.7) |
| 9 | (c.7) |
| 1 | (c.7) |
| 1 | (c.7) |
| 1 | (c.7) |
| 2 | (c.7) |
| 3 | (c.7) |
| 4 | (c.7) |
| 5 | (c.7) |
| 6 | (c.7) |
| 7 | (c.7) |
| 8 | (c.7) |
| 9 | (c.7) |
| 1 | (c.7) |
| 2 | (c.7) |
| 3 | (c.7) |
| 4 | (c.7) |
| 5 | (c.7) |
| 6 | (c.7) |
| 7 | (c.
```

Figure 1

Figure 2

Figure 3

Figure 4

Figure 5

Figure 6

### Run

### **Explanation:**

This is a shell script which automates the compiling and execution of the lex code.

#### Code:

Figure 7

# **Test Cases**

Test Case No.	Input Type	Input	Status
1	Preprocessor statement	#include <stdio.h></stdio.h>	Passed
		#define x 5	Passed
2	Constants	float x = 5.0;	Passed Constant = 5.0
		double y = 10.0;	Passed Constant = 10.0
		int a = 2;	Passed Constant = 2.0
		char c = 'c';	Passed Constant = c
3	Keywords	int a = 2;	Passed Keyword = int
		float x = 5.0;	Passed Keyword = float
		return (0);	Passed Keyword = return
4	Punctuators	int main()	Passed Punctuator = (, )
		{	Passed Punctuator = {
		int a,b	Passed Punctuator = ,
		int c;	Passed Punctuator = ;
		}	Passed Punctuator = }
		int a = 5;	Passed Punctuator = '='

5	Variables	int amount;	Passed Variable = amount
		float rate;	Passed Variable = rate
		char a[50] = "Chirag";	Passed Variable = a
		double principle;	Passed Variable = principle
6	String Literal	char a[50] = "Chirag";	Passed String = Chirag
		char z[50] = "Chirag	Passed ERROR: String doesn't end
7	Operators	a = b * c;	Passed Operator = *
		c = a + b;	Passed Operator = +
		d = a/c;	Passed Operator = /
		a++;	Passed Operator = ++
		a;	Passed Operator =
		d = a>b?1:2;	Passed Operator = >, ?:
		c = !a;	Passed Operator = !
		d = a  b;	Passed Operator =
		d = a!:b	Passed No operator
8	Comments	//Single line comment	Passed
		/* a	Passed

		b */	
		/* This is a multi /*this */ line comment*/	Passed ERROR: Nested comment
		/* This	Passed ERROR: Comment does not end
9	scanf() / printf() error	scanf("",);	Passed ERROR: scanferror
		printf("",);	Passed ERROR: printferror

# **Implementation**

We have implemented a Lexical Analyzer for a subset of C language using flex tool. This tool takes regular expressions as an input and gives the corresponding token as an output. This phase involves building the Lexical Analyzer which goes through the source program, identifies the tokens and inserts them into the symbol table and constant table.

#### Identification of tokens:

We have written regular expressions for all tokens. The flex tool performs the longest match and classifies the lexeme into the corresponding token. We have separate regular expressions for keywords, identifiers, strings, comments and so on. For each token, the action taken is also defined separately according to its requirements. For example, when it identifies a comment or a delimiter or a preprocessor directive, it simply strips it out. However, when it is not able to classify a lexeme as a token it throws an error saying "unidentified token".

#### **Symbol and Constant Table:**

We identify keywords, constants, variables, punctuators, operators, preprocessor statements and string literals. The symbol and constant table is stored in a linked list and displayed in the *out.txt* file. The linked list contains the token name and a value. Attribute Value is a sequential identification number given to a lexeme, i.e. that node in the linked list will contain details of that lexeme. At the bottom of the symbol table we are printing the number of comment lines and the comment itself.

#### **Error Generation:**

This lexical analyzer also generates errors if found. We have initialized variables which is incremented and decremented to maintain the count of the various brackets and comment symbols. In case of any discrepancy, an appropriate error is thrown. For unidentified token, we have defined a regular

expression that matches to anything that doesn't match any of the tokens defined earlier. We also handle invalid string literals, bad comments, printf() and scanf() errors.

# Result

We have made a scanner which scans for a subset of C languages. The example inputs in the next section demonstrate error generation and token identification.

# **Examples**

# Example 1

This example demonstrates bracket mismatches, nested and unterminated comments.

### Input

Figure 8

```
abhijith :~/Code/CCompiler/Scanner$ sh run
ERROR: Nested Comment
ERROR: Comment does not end
ERROR: Bracket mismatch
abhijith :~/Code/CCompiler/Scanner$
```

Figure 9

# Example 2

This example demonstrates printf() errors, string errors and bracket mismatches.

### Input

Figure 10

```
abhijith :~/Code/CCompiler/Scanner$ sh run
ERROR: String does not end
ERROR: Bracket mismatch
abhijith :~/Code/CCompiler/Scanner$
```

Figure 11

# Example 3

This example demonstrates unidentified tokens.

# Input

```
1 #include<stdio.h>
2
3 int main()
4 {
5    int 7abcd = 10;
6    printf("%d",7abcd);
7 }
8
```

Figure 12

```
abhijith :~/Code/CCompiler/Scanner$ sh run
ERROR: Bad Token
abhijith :~/Code/CCompiler/Scanner$
```

Figure 13

### Example 4

This example is an extensive test case with multiple errors.

### Input

```
#include<stdio.h>
2 /* for for for This is a multi
3 /*I am not a nested comment*/
4 line comment*/
5 int main() {
6    int amount, rate, time, si;
7    printf("\nEnter Principal Amount : ");
8    scanf("%d", &amount);
9
10    printf("\nEnter Rate of Interest : ");
11    scanf("%d", &rate);
12
13    printf("\nEnter Period of Time : ");
14    scanf("%d", &time);
15    scanf("",);
16    si = (amount * rate * time) / 100;
17    printf("\nSimple Interest : %d", si);
18    printf("",);
19    return(0);
20 }
21 }
22 /* Heyy how are you? */
23 "I am a
```

Figure 14

```
abhijith :~/Code/CCompiler/Scanner$ sh run
ERROR: Nested Comment
ERROR: scanferror
ERROR: printferror
ERROR: String does not end
ERROR: Bracket mismatch
abhijith :~/Code/CCompiler/Scanner$
```

Figure 15

# Example 5

This example has no errors. The output shows the contents of the output file. The output file contains the symbol-constant table and information about comment lines.

### Input

```
1 #include<stdio.h>
2 /*This is a multi
3 line comment*/
4 int main() {
5    int amount, rate, time, si;
6    printf("\nEnter Principal Amount : ");
7    scanf("%d", &amount);
8
9    printf("\nEnter Rate of Interest : ");
10    scanf("%d", &rate);
11
12    printf("\nEnter Period of Time : ");
13    scanf("%d", &time);
14
15    si = (amount * rate * time) / 100;
16    printf("\nSimple Interest : %d", si);
17    return(0);
18 }
19
20
```

Figure 16

```
Symbol Table Format is:
Token
                                                                                        Attribute Value
         Lexeme
        #include<stdio.h>
                                        Preprocessor Statement
                                                           Keyword
Variable
                                                        Punctuator
                                                        Punctuator
                                                           Keyword
Variable
                      amount
                                                        Punctuator
                                                           Variable
                                                        Punctuator
                         time
                                                           Variable
                                                        Punctuator
                                                           Variable
                                                                                              10
11
11
11
11
11
11
12
3
6
                                                        Punctuator
                                                        Punctuator
                                                        Punctuator
Punctuator
                                                        Punctuator
                                                        Variable
Punctuator
                                                        Punctuator
                                                           Variable
                                                           Operator
                                                           Variable
                                                                                             13
9
4
14
15
11
11
                                                           Operator
                                                           Variable
                         time
                                                           Operator
                          100
                                                           Constant
                                                        Punctuator
                                                        Punctuator
                      return
                                                            Keyword
                                                        Punctuator
                                                        Punctuator
Punctuator
                                                                                              11
18
47 Comment (2 lines):
48 This is a multi
49 line comment
   line comment
```

Figure 17

# **Future Work**

Future work involves making the other parts of the compiler - parser, semantic checker and the intermediate code generator.

# References

- [1] Flex, version 2.5, A fast scanner generator https://www.cs.princeton.edu/~appel/modern/c/software/flex/flex.html, Edition 2.5, March 1995
- [2] Flex Tutorial, http://alumni.cs.ucr.edu/~lgao/teaching/flex.html
- [3] Flex: A Scanner Generator for C/C++, http://web.cse.ohio-state.edu/~gurari/course/cse756/html/cse756se8.html
- [4] LEX/FLEX Scanner Generator, http://cse.iitkgp.ac.in/~goutam/compiler/lect/lect3.pdf
- [5] Introduction to FLEX, http://web.eecs.utk.edu/~bvz/cs461/notes/flex/
- [6] An Overview of FLEX, with examples, http://web.mit.edu/gnu/doc/html/flex 1.html