System Software (CS306)

Assignment - 2

U19CS012

1) Write a program to detect tokens in C/C++ Program.

Code:

```
#include <bits/stdc++.h>
#include <regex>
#include <time.h>
#include <iterator>
#include <windows.h>
#define deb(x) cout << \#x << \#x << \#x << \#x << \#x << endl
using namespace std;
map<string, string> Make_Regex_Map();
map<size_t, pair<string, string>> Match_Language(map<string, string> patterns, string str);
string get_category(string op);
int main()
    ofstream fout;
    cout << endl</pre>
         << endl
         << endl;
    cout.fill(' ');
    cout.width(100);
    fout.open("OutputFile");
    char c;
    string filename;
    cout << "ENTER THE SOURCE CODE FILE NAME: Example \"abc.txt\" \n";</pre>
    cin >> filename;
    fstream fin(filename, fstream::in);
    string str;
    if (fin.is_open())
```

```
while (fin >> noskipws >> c)
          str = str + c;
       map<string, string> patterns = Make_Regex_Map();
       map<size_t, pair<string, string>> lang_matches = Match_Language(patterns, str);
       int count = 1;
       cout << "\t\t\t\t----
        ---- \n";
       cout.width(40);
       cout << "\t NUMBER" << setw(10) << "
                                                          TOKEN "
                         " << setw(20) << " PATTERN \n";
       cout.fill(' ');
       cout.width(40);
       cout << "\t\t\t\t-----</pre>
          -----\n\n\n";
       for (auto match = lang_matches.begin(); match != lang_matches.end(); ++match)
          if (!(match->second.first == " ") && !(match->second.first == "//"))
              if (match->second.second == "Variable" || match->second.second ==
"Identifier")
                  cout.width(40);
                  if (count < 10)
                     string double_digits = to_string(count);
                     double_digits = "0" + double_digits;
                     cout << "\t Token No :" << double_digits << " | " << setw(10) <<</pre>
match->second.first << " "
                          << " -----> |" << setw(25) << match->second.second <<</pre>
fout << "\t Token No :" << double_digits << " | " << setw(10) <<
match->second.first << " "</pre>
```

```
<< " -----> |" << setw(25) << match->second.second <<</pre>
Sleep(1500);
                 else
                    cout << "\t Token No :" << count << " | " << setw(10) << match-</pre>
>second.first << " "
                         << " ----> |" << setw(25) << match->second.second <<</pre>
fout << "\t Token No :" << count << " | " << setw(10) << match-
>second.first << " "
                         << " ----> |" << setw(25) << match->second.second <<</pre>
setw(18) << " , POINTER TO SYMBOL TABLE</pre>
                                       " << endl;
                     Sleep(1500);
                 count++;
              else
                  if (match->second.second == "Operator")
                     cout.width(40);
                     string op = get_category(match->second.first);
                     if (count < 10)
                         string double_digits = to_string(count);
                         double_digits = "0" + double_digits;
                         setw(10) << match->second.first << " "</pre>
                             << " ----> |" << setw(25) << match->second.second << " ,</pre>
" << op << " " << endl;
                         fout << "\t Token No :" << double_digits << " | " <<
setw(10) << match->second.first << " "</pre>
                           << " -----> |" << setw(25) << match->second.second << " ,</pre>
" << op << " " << endl;
                         count++;
                     else
                         cout << "\t Token No :" << count << " | " << setw(10) <<</pre>
match->second.first << " "</pre>
                             << " ----> |" << setw(25) << match->second.second << " ,</pre>
" << op << " " << endl;
                         fout << "\t Token No :" << count << " | " << setw(10) <<
match->second.first << " "</pre>
                            << " -----> |" << setw(25) << match->second.second << " ,</pre>
" << op << " " << endl;
                         Sleep(1500);
```

```
count++;
                   else
                       cout.width(40);
                       if (count < 10)
                           string double_digits = to_string(count);
                           double_digits = "0" + double_digits;
                           setw(10) << match->second.first << " "</pre>
                                << " ----> |" << setw(25) << match->second.second <<</pre>
     " << endl;
                           fout << "\t Token No :" << double_digits << " | " <<</pre>
setw(10) << match->second.first << " "</pre>
                                << " ----> |" << setw(25) << match->second.second <<</pre>
    " << endl;
                           count++;
                       else
                           cout << "\t Token No :" << count << " | " << setw(10) <</pre>
match->second.first << " "</pre>
                                << " ----> |" << setw(25) << match->second.second <<</pre>
    " << endl;
                           fout << "\t Token No :" << count << " | " << setw(10) <<
match->second.first << " "</pre>
                                << " ----> |" << setw(25) << match->second.second <<</pre>
     " << endl;
                           count++;
       string command = " ";
       while (command != "EXIT")
           cout.fill(' ');
           cout.width(40);
           cout << "\n\n\t PRESS TYPE `EXIT` TO CLOSE WINDOW.\n\t NOTE: AN OUTPUT FILE WILL</pre>
BE GENERATED IN THE SAME FOLDER AS `Output.txt` \n";
           cin.width(40);
           cin >> command;
           if (command == "exit" || command == "EXIT" || command == "Exit")
               break;
```

```
else
                 cout.fill(' ');
                 cout.width(40);
                cout << "Please enter correct word.";</pre>
                 cin.width(10);
                cin >> command;
    else
        cout.fill(' ');
        cout.width(40);
        cout << "\n FILE NOT FOUND!\n\n";</pre>
    return 0;
map<string, string> Make_Regex_Map()
    map<string, string> my_map{
        {"\\;|\\{|\\}|\\(|\\)|\\,|\\#", "Special Symbol"},
        {"auto|break|case|char|const|continue|default|do|double|else|enum|extern|float|for|go
to | if | int | long | register | return | short | signed | size of | switch | typedef | union | cin | cout | main | unsigne
d|void|volatile|while|using|namespace|std", "Keywords"},
        {"\\include|define|pragma|ifndef|endif", "Pre-Processor Directive"},
        {"\\iostream|\\stdio|\\string", "Library"},
        {"\\*|\\+|\\>>|\\<<|<|>", "Operator"},
        {"[0-9]+", "Integer"},
        {"[^include][^iostream][^int][^main][^cin][^cout][^;][^>>][^,][^[B ;cin]][a-z]+",
"Identifier"},
        {"[A-Z]+", "Variable"},
        {"[]", ""},
    };
    return my_map;
map<size_t, pair<string, string>> Match_Language(map<string, string> patterns, string str)
   map<size_t, pair<string, string>> lang_matches;
    for (auto i = patterns.begin(); i != patterns.end(); ++i)
        regex compare(i->first);
        auto words_begin = sregex_iterator(str.begin(), str.end(), compare);
```

```
auto words_end = sregex_iterator();
        for (auto it = words_begin; it != words_end; ++it)
            lang_matches[it->position()] = make_pair(it->str(), i->second);
    return lang_matches;
string get_category(string op)
    if (op == "*")
        return "MUL";
    else if (op == "+")
        return "ADD";
    else if (op == ">>")
        return "INS";
    else if (op == "<<")
        return "EXTR";
    else if (op == ">")
        return "RSHFT";
    else if (op == "<")
        return "LSHFT";
    else if (op == "/")
        return "DIV";
    else if (op == "%")
        return "MOD";
    else if (op == "++")
        return "INCREMENT";
    else if (op == "--")
        return "DECREMENT";
    else if (op == "=")
        return "ASSIGNMENT";
    else if (op == "?:")
        return "CONDITIONAL";
    else
        return "Special Op";
```

Test-Cases:

Input File ("program.txt")

```
program.txt

#include <iostream>
#define LIMIT 5

using namespace std;

int main(){

// Does your lexical analyzer check for comments
 int A , B;
 cin >> A >> B;
 cout << A * B;
 return 0;

program.txt

#include <iostream>
#define LIMIT 5

using namespace std;

int main(){

// Does your lexical analyzer check for comments
 int A , B;
 cin >> A >> B;
 return 0;

}
```

```
PS C:\Users\Admin\Desktop\SS_L2> cd "c:\Users\Admin\Desktop\SS_L2\" ; if ($?) { g++ A.cpp -0 A } ; if ($?) { .\A }
                                            ENTER THE SOURCE CODE FILE NAME: Example "abc.txt"
program.txt
                              Token No :01
                                                                               Special Symbol
                                                        # ----> |
                                                  Pre-Processor Directive
                              Token No:02
                                     No :03
                              Token
                                                                                     Operator , LSHFT
                              Token
                                                                                     Library
                                     No :04
                              Token No:05
                                                                                     Operator , RSHFT
                                                        # ---->
                                                                              Special Symbol
                              Token
                                     No :06
                              Token No:07
                                                    define ----->
                                                                       Pre-Processor Directive
                                                    LIMIT ----->
5 ----->
using ----->
                              Token No:08
                                                                                     Variable , POINTER TO SYMBOL TABLE
                              Token
                                     No :09
                                                                                      Integer
                              Token
                                     No :10
                                                                                     Keywords
                              Token
                                    No :11
                                                 namespace ---->
                                                                                     Keywords
                                                      std ---->
                              Token
                                     No :12
                                                                                     Kevwords
                                     No :13
                                                                               Special Symbol
                              Token
                              Token
                                    No :14
                                                       int ---->
                                                                                    Keywords
                                                      main ---->
                              Token
                                    No :15
                                                                                     Keywords
                                                                               Special Symbol
                              Token
                                     No :16
                              Token
                                                                               Special Symbol
                                    No :17
                                    No :18
                              Token
                                                                               Special Symbol
                                                        D ----->
                                                                                     Variable , POINTER TO SYMBOL TABLE
                              Token
                                     No :19
                              Token
                                     No :20
                                                       for ---->
                                                                                     Keywords
                                                       int ---->
                              Token
                                    No :21
                                                                                     Keywords
                              Token
                                     No :22
                                                                                     Variable , POINTER TO SYMBOL TABLE
                              Token
                                     No :23
                                                                                Special Symbol
                                                                                     Variable , POINTER TO SYMBOL TABLE
                                                           ---->
                                                        В
                              Token
                                     No :24
                              Token
                                     No :25
                                                                                Special Symbol
                                                        cin ----->
                               Token
                                                                                       Keywords
                                      No :26
                               Token
                                      No :27
                                                         >> ---->
                                                                                       Operator , INS
                               Token
                                      No :28
                                                                                       Variable , POINTER TO SYMBOL TABLE
                               Token
                                      No :29
                                                                                       Operator , INS
                                                                                       Variable , POINTER TO SYMBOL TABLE
                                      No :30
                                                         В
                               Token
                                                                                 Special Symbol
                               Token
                                      No :31
                               Token
                                      No :32
                                                                                       Keywords
                                      No :33
                               Token
                                                                                       Operator , EXTR
                                                                                       Variable , POINTER TO SYMBOL TABLE
                               Token
                                      No :34
                                                         Α
                               Token
                                      No :35
                                                                                       Operator , MUL
                                                                                       Variable , POINTER TO SYMBOL TABLE
                               Token
                                      No :36
                                                         B ---->
                               Token
                                      No :37
                                                                                 Special Symbol
                                                                                      Keywords
                               Token
                                      No :38
                                                     return ---->
                               Token
                                      No :39
                                                        0 ---->
                                                                                       Integer
                                                                                 Special Symbol
                               Token
                                      No :40
                               Token
                                      No :41
                                                                                 Special Symbol
        PRESS TYPE `EXIT` TO CLOSE WINDOW.
        NOTE: AN OUTPUT FILE WILL BE GENERATED IN THE SAME FOLDER AS `Output.txt`
FXTT
PS C:\Users\Admin\Desktop\SS L2>
```