

<https://github.com/ComanacDragos/ToyLanguageCompiler>

Statement: Implement a scanner (lexical analyzer): Implement the scanning algorithm and use ST from [lab 2](#) for the symbol table.

Input: Programs p1/p2/p3/p1err and token.in (see [Lab 1a](#))

Output: PIF.out, ST.out, message “lexically correct” or “lexical error + location”

Deliverables: input, output, source code, documentation

Details:

- ST.out should give information about the data structure used in representation
- If there exists an error the program should give a description and the location (line and token)

class Scanner

//program split by newline

List<String> programLines;

//map which encodes each token that can appear in the program

Map<String, Integer> tokenEncode;

//tokens of the program -- first column of PIF

List<String> tokens;

//the position of each token in the symbol table -- second column in PIF

List<Integer> tokensPositionInSymbolTable;

//the line of each token in the program -- third line in PIF

```
List<Integer> tokensLines;
```

```
SymbolTable symbolTable = new SymbolTableBSTImpl();
```

```
//patterns corresponding to each constant and ID
```

```
Map<Type, String> patterns;
```

Receives the program and outputs the FIP and SymbolTable to a directory corresponding to the program name

- program and tokens are read from file
- each line is split by the set of simple operators and by the white spaces that are followed by at least 2 quotes
- empty lines are removed
- look ahead is applied to create composed tokens
- the token is processed
- FIP and Symbol table are written to files

```
public Scanner(String program)
```

Receives a token and a line

PIF is represented by the 3 lists: tokens, tokensLines, tokensPositionInSymbolTable

Classifies the token and adds it to the PIF otherwise it throws a LexicalError at the given line

- if the token is an operator separator or reserved word it is added to the PIF with the given line and the position -1
- if it is an id or a constant it is added to the PIF with the corresponding type (id or constant) and to the Symbol table according to the pattern that the token matches
- otherwise a lexical error is thrown

```
private void processToken(String token, Integer line)
```

//read the lines from a file

```
public List<String> readFile(String file)
```

//write to a file the content

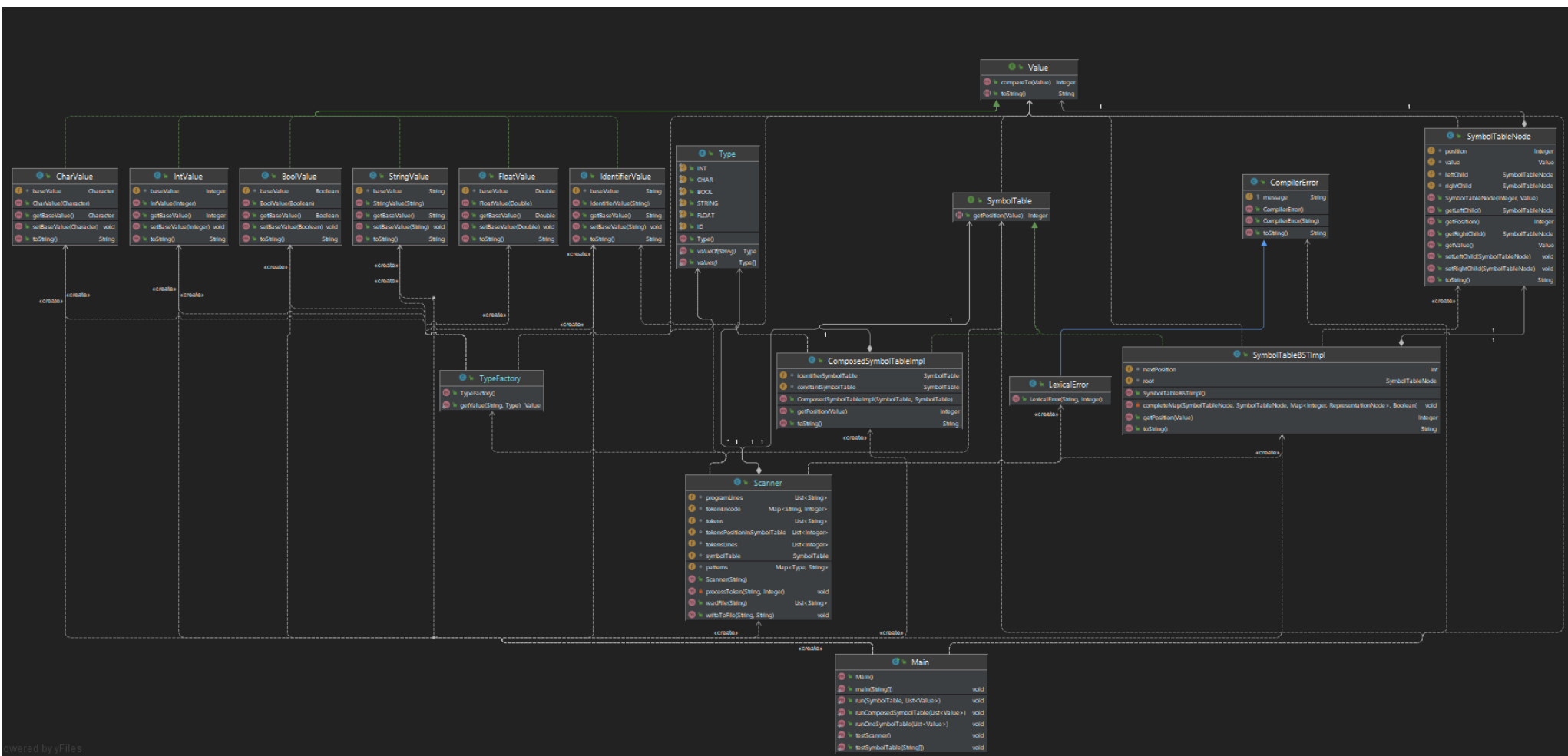
```
public void writeToFile(String file, String content)
```

Types corresponding to the types of values in the symbol table

```
public enum Type
```

Type factory that generates the corresponding Value class given a token and a type

```
public class TypeFactory
```



Testing

Input:

```
int a=9;
int b=6;
if(a>b){
    >>"a is the maximum";
}else{
    >>bbbb+"b is the maximum" ;
}
```

>>0.0

>>1.3

<<=0.1

>>+0.001

>>-3

>>-11111.1

!=

<=

>=

==

^

!a%bbb

-'a'

!"aa aa"

Output:

FIP:

token,position,line

int,-1,1

id,0,1

=,-1,1

constant,1,1

;;-1,1

int,-1,2

id,2,2

=,-1,2

constant,3,2

;;-1,2

if,-1,3

(,-1,3

id,0,3

>,-1,3

id,2,3

),-1,3

{,-1,3

>>,-1,4

constant,4,4

;;-1,4

},-1,5

else,-1,5

{,-1,5

>>,-1,6

id,5,6

+,-1,6

constant,6,6

;-1,6
},-1,7
>>,-1,10
constant,7,10
>>,-1,12
constant,8,12
<<,-1,13
=,-1,13
constant,9,13
>>,-1,14
constant,10,14
>>,-1,15
constant,11,15
>>,-1,16
constant,12,16
!=-1,17
<=-1,18
>=-1,19
==,-1,20
^,-1,21
!,-1,22
id,0,22
%,-1,22
id,13,22
-,-1,23
constant,14,23
!,-1,24
constant,15,24

ST:

```
position,value,parent,sibling
0,a,-1,-1
1,9,0,2
2,b,0,1
3,6,1,-1
4,"""a is the maximum""",3,-1
5,bbbb,2,-1
6,"""b is the maximum""",4,-1
7,0.0,6,15
8,1.3,7,11
9,0.1,8,-1
10,0.001,9,-1
11,-3,7,8
12,-11111.1,11,-1
13,bbb,5,-1
14,"a",12,-1
15,"""aa aa""",6,7
```

Error program:

```
a=9;
a+012
b='aa';
if (a>b){
    >>"a is the maximum
}else{
```

```
>>"b is the maximum"  
}
```

Output: Lexical error at line: 2 for token: '012'