Q4.) Write a program to implement Lexical Analyser.

```
#include <iostream>
#include <vector>
#include <algorithm>
using namespace std;
enum class TokenType {
    Identifier, Keyword, Number, Operator, Unknown
struct Token {
   string value;
   TokenType type;
class LexicalAnalyzer {
   vector<string> keywords = {"if", "else", "while", "do", "break", "continue", "int",
public:
    vector<Token> analyze(string &input) {
       vector<Token> tokens;
        string buffer;
        TokenType type = TokenType::Unknown;
        for (char ch : input) {
            if (isSpace(ch) || isDelimiter(ch)) {
                if (!buffer.empty()) {
                    type = determineType(buffer);
                    tokens.push back({buffer, type});
                    buffer.clear();
                if (isOperator(ch)) {
                    tokens.push back({string(1, ch), TokenType::Operator});
                buffer += ch;
        if (!buffer.empty()) {
            type = determineType(buffer);
            tokens.push_back({buffer, type});
```

```
return tokens;
bool isSpace(char ch) {
bool isDelimiter(char ch) {
    string delimiters = "+-*/,;><=()[]{}";
   return delimiters.find(ch) != string::npos;
bool isOperator(char ch) {
    string operators = "+-*/><=";
    return operators.find(ch) != string::npos;
bool isDigit(char ch) {
    return ch >= '0' && ch <= '9';
bool isAlpha(char ch) {
TokenType determineType(string &word){
    if (isDigit(word[0]) || (word[0] == '.' && word.size() > 1)) {
        return TokenType::Number;
    if (isAlpha(word[0]) || word[0] == ' ') {
        if (find(keywords.begin(), keywords.end(), word) != keywords.end()) {
            return TokenType::Keyword;
        } else {
            return TokenType::Identifier;
   return TokenType::Unknown;
LexicalAnalyzer lexer;
```

```
while(true) {
    string input;
    getline(cin, input);

    vector<Token> tokens = lexer.analyze(input);

    cout << "============= \nTokens:\n";
    for (const auto &token : tokens) {
        cout << "Value: " << token.value << ", Type: ";
        switch (token.type) {
            case TokenType::Identifier: cout << "Identifier\n"; break;
            case TokenType::Number: cout << "Keyword\n"; break;
            case TokenType::Operator: cout << "Number\n"; break;
            default: cout << "Unknown\n";
        }
    }
    cout << "=======================" <<endl;
}

return 0;</pre>
```

Output)