# Compiler Mini Project.

Aim: Design a predictive parser for a given language

## Code:

```
#include<stdio.h>
#include<ctype.h>
#include<string.h>
#include<stdlib.h>
#define SIZE 128
#define NONE -1
#define EOS '\0'
#define NUM 257
#define KEYWORD 258
#define ID 259
#define DONE 260
#define MAX 999
char lexemes[MAX];
char buffer[SIZE];
int lastchar=-1;
int lastentry=0;
int tokenval=DONE;
int lineno=1;
int lookahead;
struct entry
  char *lexptr;
  int token;
```

symtable[100];

```
struct entry
    keywords[]=
{"if",KEYWORD,"else",KEYWORD,"for",KEYWORD,"int",KEYWORD,"float",KEYWORD,
"double", KEYWORD, "char", KEYWORD, "struct", KEYWORD, "return", KEYWORD, 0,0
};
void Error Message(char *m)
  fprintf(stderr,"line %d, %s \n",lineno,m);
  exit(1);
}
int look up(char s[])
{
  int k;
  for(k=lastentry; k>0; k--)
    if(strcmp(symtable[k].lexptr,s)==0)
       return k;
  return 0;
int insert(char s[],int tok)
  int len;
  len=strlen(s);
  if(lastentry+1>=MAX)
    Error Message("Symbpl table is full");
  if(lastchar+len+1>=MAX)
    Error_Message("Lexemes array is full");
  lastentry=lastentry+1;
  symtable[lastentry].token=tok;
```

```
symtable[lastentry].lexptr=&lexemes[lastchar+1];
  lastchar=lastchar+len+1;
  strcpy(symtable[lastentry].lexptr,s);
  return lastentry;
}
/*void Initialize()
{
       struct entry *ptr;
       for(ptr=keywords;ptr->token;ptr+1)
               insert(ptr->lexptr,ptr->token);
}*/
int lexer()
  int t;
  int val,i=0;
  while(1)
  {
     t=getchar();
     if(t==' '||t=='\t');
     else if(t=='\n')
       lineno=lineno+1;
     else if(isdigit(t))
       ungetc(t,stdin);
       scanf("%d",&tokenval);
       return NUM;
     else if(isalpha(t))
```

```
while(isalnum(t))
         buffer[i]=t;
         t=getchar();
         i=i+1;
         if(i \ge SIZE)
            Error_Message("Compiler error");
       }
       buffer[i]=EOS;
       if(t!=EOF)
         ungetc(t,stdin);
       val=look_up(buffer);
       if(val==0)
         val=insert(buffer,ID);
       tokenval=val;
       return symtable[val].token;
    else if(t==EOF)
       return DONE;
     else
       tokenval=NONE;
       return t;
void Match(int t)
```

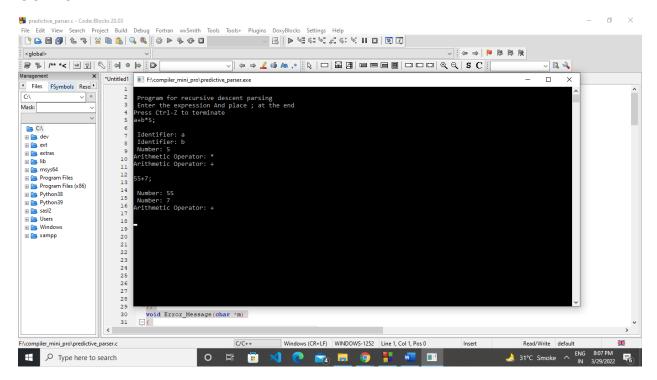
```
{
  if(lookahead==t)
     lookahead=lexer();
  else
     Error Message("Syntax error");
}
void display(int t,int tval)
{
  if(t=='+'||t=='-'||t=='*'||t=='/')
    printf("\nArithmetic Operator: %c",t);
  else if(t==NUM)
    printf("\n Number: %d",tval);
  else if(t==ID)
    printf("\n Identifier: %s",symtable[tval].lexptr);
  else
     printf("\n Token %d tokenval %d",t,tokenval);
}
void F()
{
  //void E();
  switch(lookahead)
  {
  case '(':
    Match('(');
     E();
     Match(')');
     break;
  case NUM:
```

```
display(NUM,tokenval);
    Match(NUM);
    break;
  case ID:
    display(ID,tokenval);
    Match(ID);
    break;
  default:
    Error_Message("Syntax error");
  }
}
void T()
  int t;
  F();
  while(1)
  {
    switch(lookahead)
    {
    case '*':
       t=lookahead;
       Match(lookahead);
       F();
       display(t,NONE);
       continue;
    case '/' :
       t=lookahead;
       Match(lookahead);
```

```
display(t,NONE);
       continue;
    default:
       return;
void E()
{
  int t;
  T();
  while(1)
  {
    switch(lookahead)
    case '+':
       t=lookahead;
       Match(lookahead);
       T();
       display(t,NONE);
       continue;
    case '-':
       t=lookahead;
       Match(lookahead);
       T();
       display(t,NONE);
       continue;
    default:
```

```
return;
void parser()
  lookahead=lexer();
  while(lookahead!=DONE)
  {
     E();
     Match(';');
}
int main()
  char ans[10];
  printf("\n Program for recursive descent parsing ");
  printf("\n Enter the expression ");
  printf("And place; at the end\n");
  printf("Press Ctrl-Z to terminate\n");
  parser();
return 0;
}
```

#### **OUTPUT**:



Program for recursive descent parsing

Enter the expression And place; at the end

Press Ctrl-Z to terminate

### a+b\*5;

Identifier: a

Identifier: b

Number: 5

Arithmetic Operator: \*

Arithmetic Operator: +

#### 55+7;

Number: 55

Number: 7

Arithmetic Operator: +