If you have not read the how to use documentation in this folder yet, you should do that first.

**This directory contains**

**commands.l** – defines the token types that are lexed and returned to the parser from the give rules. Some of these token types may have a token value associated with it. To add a token, define the regex, and in curly brackets, set yylval to the token if necessary and return the token type. Make sure the token type is declared in parser.y.

**parser.y** – declares the token types and defines the grammar rules. To add a command, add an entry under the necessary command category. You have to specify the token types that comprise the command, and how the tokens populate the struct. Don’t forget to add the new command code in parser.h. The struct is automatically returned from the block. See other examples for more details.

**parser.h** – defines the command codes that each command parses to. Also defines some error codes

**parser\_types.h** – defines codes for token values and the parsed command structure

**command\_caller.c** – has the one function that is called by menu.c to switch on each command and call the right backend function with the command’s arguments.

**command\_caller.h** – header file for command\_caller.c. Specifies some constants

**smoke\_test.c** – a c program that tests all the commands for their common usages and common failures. If a command has been changed or modified, make some tests to reflect that. This is made to be run after changes have been made to the commands of the parser.

**Makefile** – the make recipe for testing and building to an executable. To make the smoke test, uncomment the smoke\_test executable output lines if necessary and *make*.

**make.ps1** – a PowerShell script to translate the commands.l and parser.y to .c and .h files

**README.md** – Some basic background and file references for the project

**.gitignore** – a list of files for git to not track