

OUTPUT:

```
(kali㉿kali)-[~/Documents/cdlab]
└─$ vi exp2.l

(kali㉿kali)-[~/Documents/cdlab]
└─$ lex exp2.l

(kali㉿kali)-[~/Documents/cdlab]
└─$ gcc lex.yy.c

(kali㉿kali)-[~/Documents/cdlab]
└─$ ./a.out
int a = b + c;
int keywords
  a Identifier
  = Relational Operators
  b Identifier
  + Arithmetic Operators
  c Identifier
; others
float t = 0.5 * a;
float keywords
  t Identifier
  = Relational Operators
1741780218 Numbers
. others
1741780220 Numbers
* Arithmetic Operators
a Identifier
; others
```

RESULT:

Thus, a c program is implemented to identify C keywords, identifiers, operators, end statements like [], {} using LEX tool.

Exp No: 4

Date:

DESIGN A DESK CALCULATOR USING LEX TOOL

AIM:

To create a calculator that performs addition, subtraction, multiplication and division using lex tool.

ALGORITHM:

1. Initialize variables and declare a function prototype.
2. Define patterns for digits, arithmetic operations, and line breaks.
3. Implement lexical rules to perform actions based on matched patterns.
4. Define a function to convert tokens to floats and perform arithmetic operations.
5. Invoke lexical analysis in the main function. 6. Indicate the end of input with the yywrap() function.

PROGRAM:

```
% { int op = 0,i;
float a, b; int
digi();
% }

dig [0-9]+|([0-9]*)."([0-9]+) add
"+" sub "-" mul "*" div
"/"
pow "^" ln
\n

%%

{dig} {digi();} {add}
{op=1;}
{sub} {op=2;}
{mul} {op=3;}
{div} {op=4;}
{pow} {op=5;}
{ln} {printf("\n The Answer :%f\n\n",a);}

%%

int digi() { if(op==0) /*
atof() is used to convert
```

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```

- the ASCII input to float */
a=atof(yytext);
else{ b=atof(yytext); switch(op)
{ case 1:
    a=a+b;
    break;
  case 2:
    a=a-b;
    break;
  case 3:
    a=a*b;
    break;
  case 4:
    a=a/b;
    break;
  case 5:
    for(i=a;b>1;b--) {
      {a=a*i;
        break; }
    }
    op=0;
  } }
int main(int argv,char *argc[])
{ yylex(); } int yywrap()
{ return 1;
}

```