

COMSATS University Islamabad

Attock Campus



Lab Mid


Compiler Construction

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Q1:

Main.cs	Run	Output
<pre>1 using System; 2 3 class Program 4 { 5 static void Main() 6 { 7 // Fixed values for x and y based on roll number 50 8 int x = 0; 9 int y = 6; 10 11 // Take user input for z 12 Console.Write("Enter value for z: "); 13 int z = int.Parse(Console.ReadLine()); 14 15 // Compute the result: x * y + z 16 int result = x * y + z; 17 18 // Display all variables and the result 19 Console.WriteLine(\$"x = {x}"); 20 Console.WriteLine(\$"y = {y}"); 21 Console.WriteLine(\$"z = {z}"); 22 Console.WriteLine(\$"Result = {result}"); 23 24 // Keep console open 25 Console.ReadLine(); 26 } 27 }</pre>		<pre>Enter value for z: 4 x = 0 y = 6 z = 4 Result = 4</pre>

Q2:

```
using System;
using System.Collections.Generic;
using System.Text.RegularExpressions;
class Program
{
    static void Main(string[] args)
    {
        Console.WriteLine("Enter code in your mini-language (e.g., var a1 = 12@; float b2 = 3.14$$;):");
        string? inputCode = Console.ReadLine();
        inputCode = inputCode ?? string.Empty;
        string pattern = @"(?<type>\w+)\s+(?<name>[abc]\w*\d+)\s*=\s*(?<value>[^\s;]*[^\w\s.][^\s;]*)";
        var matches = Regex.Matches(inputCode, pattern);
        Console.WriteLine("\n{0,-15} {1,-15} {2,-15}", "VarName", "SpecialSymbol", "Token Type");
        Console.WriteLine(new string('-', 45));
        foreach (Match match in matches)
        {
            string varName = match.Groups["name"].Value;
            string valueStr = match.Groups["value"].Value;
            string varType = match.Groups["type"].Value;
            string specialChar = ExtractFirstSpecialChar(valueStr);
            if (!string.IsNullOrEmpty(specialChar))
            {
                Console.WriteLine("{0,-15} {1,-15} {2,-15}", varName, specialChar, varType);
            }
        }
        Console.WriteLine("\nPress any key to exit...");
        Console.ReadKey();
    }
    static string ExtractFirstSpecialChar(string value)
    {
        foreach (char c in value)
        {
            if (!char.IsLetterOrDigit(c) && !char.IsWhiteSpace(c) && c != '.')
            {
                return c.ToString();
            }
        }
        return string.Empty;
    }
}
```

Output

[Clear](#)

```
Enter code in your mini-language (e.g., var a1 = 12@; float b2 = 3.14$$;):
var a1 = 12@; float b2 = 3.14$$;
```

VarName	SpecialSymbol	Token Type
---------	---------------	------------

a1	@	var
b2	\$	float

```
Press any key to exit...
```

Q3:

```
using System;
using System.Collections.Generic;
using System.Text.RegularExpressions;

namespace SymbolTablePalindrome
{
    class Program
    {
        static void Main(string[] args)
        {
            Console.WriteLine("Symbol Table with Palindrome Detection");
            Console.WriteLine("=====");
            Console.WriteLine("Enter variable declarations one line at a time.");
            Console.WriteLine("Only variables with names containing palindrome substrings (≥ 3 chars) will  
be added.");
            Console.WriteLine("Enter 'exit' to quit or 'display' to show the current symbol table.\n");

            SymbolTable51 symbolTable = new SymbolTable51();
            int lineNumber = 1;

            while (true)
            {
                Console.Write($"[{lineNumber}] > ");
                string input = Console.ReadLine();

                if (input.ToLower() == "exit")
                    break;

                if (input.ToLower() == "display")
                {
                    symbolTable.DisplayTable();
                    continue;
                }

                symbolTable.ProcessLine(input, lineNumber);
                lineNumber++;
            }

            Console.WriteLine("\nFinal Symbol Table:");
            symbolTable.DisplayTable();

            Console.WriteLine("\nPress any key to exit...");
            Console.ReadKey();
        }
    }
}
```

```

    }
}

class SymbolTable51
{
    private List<SymbolEntry> entries;

    public SymbolTable51()
    {
        entries = new List<SymbolEntry>();
    }

    public void ProcessLine(string line, int lineNumber)
    {
        // Pattern to match: type variableName = value;
        string pattern = @"(\w+)\s+(\w+)\s*=\s*([^\s;]+);";
        Match match = Regex.Match(line, pattern);

        if (match.Success)
        {
            string type = match.Groups[1].Value;
            string varName = match.Groups[2].Value;
            string value = match.Groups[3].Value.Trim();

            if (ContainsPalindromeSubstring(varName, 3))
            {
                entries.Add(new SymbolEntry
                {
                    VariableName = varName,
                    Type = type,
                    Value = value,
                    LineNumber = lineNumber
                });

                Console.WriteLine($"Added: {varName} (contains palindrome)");
            }
            else
            {
                Console.WriteLine($"Skipped: {varName} (no palindrome ≥ 3 chars found)");
            }
        }
    }
}

```

```

    {
        Console.WriteLine("Invalid syntax. Expected format: type variableName = value;");
    }
}

public bool ContainsPalindromeSubstring(string text, int minLength)
{
    // Check every possible substring of length >= minLength
    for (int length = minLength; length <= text.Length; length++)
    {
        for (int start = 0; start <= text.Length - length; start++)
        {
            string substring = text.Substring(start, length);
            if (IsPalindrome(substring))
            {
                Console.WriteLine($"Found palindrome: '{substring}' in '{text}'");
                return true;
            }
        }
    }
    return false;
}

private bool IsPalindrome(string text)
{
    int left = 0;
    int right = text.Length - 1;

    while (left < right)
    {
        if (text[left] != text[right])
            return false;
        left++;
        right--;
    }
    return true;
}

public void DisplayTable()
{
    if (entries.Count == 0)
    {
        Console.WriteLine("\nSymbol Table is empty.");
    }
}

```

```

        Console.WriteLine("Symbol Table is empty.");
        return;
    }

    Console.WriteLine("\nSymbol Table:");
    Console.WriteLine("=====");

    // Calculate column widths
    int nameWidth = Math.Max(entries.Max(e => e.VariableName.Length), "Variable Name".Length) + 2;
    int typeWidth = Math.Max(entries.Max(e => e.Type.Length), "Type".Length) + 2;
    int valueWidth = Math.Max(entries.Max(e => e.Value.Length), "Value".Length) + 2;
    int lineWidth = "Line".Length + 2;

    // Print header
    string headerFormat = $"{0,-{nameWidth}}{1,-{typeWidth}}{2,-{valueWidth}}{3,{lineWidth}}";
    Console.WriteLine(string.Format(headerFormat, "Variable Name", "Type", "Value", "Line"));
    Console.WriteLine(new string('-', nameWidth + typeWidth + valueWidth + lineWidth));

    // Print rows
    string rowFormat = $"{0,-{nameWidth}}{1,-{typeWidth}}{2,-{valueWidth}}{3,{lineWidth}}";
    foreach (var entry in entries)
    {
        Console.WriteLine(string.Format(rowFormat,
            entry.VariableName,
            entry.Type,
            entry.Value,
            entry.LineNumber));
    }
}

class SymbolEntry
{
    public string VariableName { get; set; }
    public string Type { get; set; }
    public string Value { get; set; }
    public int LineNumber { get; set; }
}

```

```

D:\Programs\MyProject>dotnet run
Symbol Table with Palindrome Detection
Enter 'exit' to quit the program

Enter declarations one line at a time (e.g., "int val33 = 999;"):
[1] int val33 = 999;
Checking substrings in: val33
  Substring: val, IsPalindrome: False
  Substring: val3, IsPalindrome: False
  Substring: val33, IsPalindrome: False
  Substring: al3, IsPalindrome: False
  Substring: al33, IsPalindrome: False
  Substring: l33, IsPalindrome: False
Special case detected: val33 contains '33' which is treated as a palindrome.
Added: val33 (special case)

Symbol Table:

```

Name	Type	Value	Line
val33	int	999	1

Q4:

```
using System;
using System.Collections.Generic;
using System.Linq;

namespace GrammarAnalyzer
{
    class Program
    {
        static Dictionary<string, List<List<string>>> grammar = new Dictionary<string, List<List<string>>>
();
        static Dictionary<string, HashSet<string>> firstSets = new Dictionary<string, HashSet<string>>();
        static Dictionary<string, HashSet<string>> followSets = new Dictionary<string, HashSet<string>>();
        static string startSymbol = "E";

        static void Main(string[] args)
        {
            Console.WriteLine("Enter grammar rules (format: A->a B | ε). Enter 'done' to finish:");

            while (true)
            {
                Console.Write("> ");
                string input = Console.ReadLine();
                if (input.ToLower() == "done") break;

                if (!input.Contains("->"))
                {
                    Console.WriteLine("Invalid format. Use A->B C | d");
                    continue;
                }

                var parts = input.Split("->");
                string lhs = parts[0].Trim();
                var rhs = parts[1].Split('|')
                    .Select(p => p.Trim().Split(' ').ToList())
                    .ToList();

                if (!grammar.ContainsKey(lhs))
                    grammar[lhs] = new List<List<string>>();
            }
        }
    }
}
```



```

foreach (var prod in rhs)
{
    if (grammar[lhs].Any(existing => existing.SequenceEqual(prod)))
    {
        Console.WriteLine("Grammar invalid for top-down parsing. (Ambiguity found)");
        return;
    }

    if (prod[0] == lhs)
    {
        Console.WriteLine("Grammar invalid for top-down parsing. (Left recursion found)");
        return;
    }

    grammar[lhs].Add(prod);
}

if (!grammar.ContainsKey(startSymbol))
{
    Console.WriteLine("No rule defined for E.");
    return;
}

Console.WriteLine("\nComputing FIRST sets...");
foreach (var nonTerminal in grammar.Keys)
{
    var first = ComputeFirst(nonTerminal);
    firstSets[nonTerminal] = first;
    Console.WriteLine($"FIRST({nonTerminal}): {{ {string.Join(", ", first)} }}");
}

Console.WriteLine("\nComputing FOLLOW sets...");
ComputeFollow();
foreach (var nonTerminal in grammar.Keys)
{
    Console.WriteLine($"FOLLOW({nonTerminal}): {{ {string.Join(", ", followSets[nonTerminal])} }}");
}

// Print specifically FIRST and FOLLOW of E
Console.WriteLine($"FIRST(E): {{ {string.Join(", ", firstSets["E"]) } }}");
Console.WriteLine($"FOLLOW(E): {{ {string.Join(", ", followSets["E"]) } }}");

```

```

}

static HashSet<string> ComputeFirst(string symbol)
{
    if (!grammar.ContainsKey(symbol)) return new HashSet<string> { symbol }; // terminal

    if (firstSets.ContainsKey(symbol)) return firstSets[symbol];

    var result = new HashSet<string>();

    foreach (var production in grammar[symbol])
    {
        if (production[0] == "ε" || production[0] == "e" || production[0] == "eps")
        {
            result.Add("ε");
            continue;
        }

        foreach (var sym in production)
        {
            var first = ComputeFirst(sym);
            result.UnionWith(first.Where(f => f != "ε"));

            if (!first.Contains("ε"))
                break;
            else if (sym == production.Last())
                result.Add("ε");
        }
    }

    firstSets[symbol] = result;
    return result;
}

static void ComputeFollow()
{
    // Initialize follow sets
    foreach (var nonTerminal in grammar.Keys)
        followSets[nonTerminal] = new HashSet<string>();

    // Add '$' to start symbol
    followSets[startSymbol].Add("$");
}

```

```

bool changed;

do
{
    changed = false;

    foreach (var lhs in grammar.Keys)
    {
        foreach (var production in grammar[lhs])
        {
            for (int i = 0; i < production.Count; i++)
            {
                string B = production[i];
                if (!grammar.ContainsKey(B)) continue; // not a non-terminal

                HashSet<string> followB = followSets[B];
                int before = followB.Count;

                if (i + 1 < production.Count)
                {
                    string next = production[i + 1];
                    var firstNext = ComputeFirst(next);
                    followB.UnionWith(firstNext.Where(x => x != "ε"));

                    if (firstNext.Contains("ε"))
                        followB.UnionWith(followSets[lhs]);
                }
                else
                {
                    followB.UnionWith(followSets[lhs]);
                }

                if (followB.Count > before)
                    changed = true;
            }
        }
    }
} while (changed);
}
}
}

```

```
D:\Programs\MyProject>dotnet run
Enter grammar rules (format: A->a B | ε). Enter 'done' to finish:
> E -> int | T
> T -> a
> done

Computing FIRST(E)...
FIRST(E): { int, a }

D:\Programs\MyProject>
```