Experiment -31

Develop a lexical Analyzer to identify positive and negative numbers as input using lexical program.

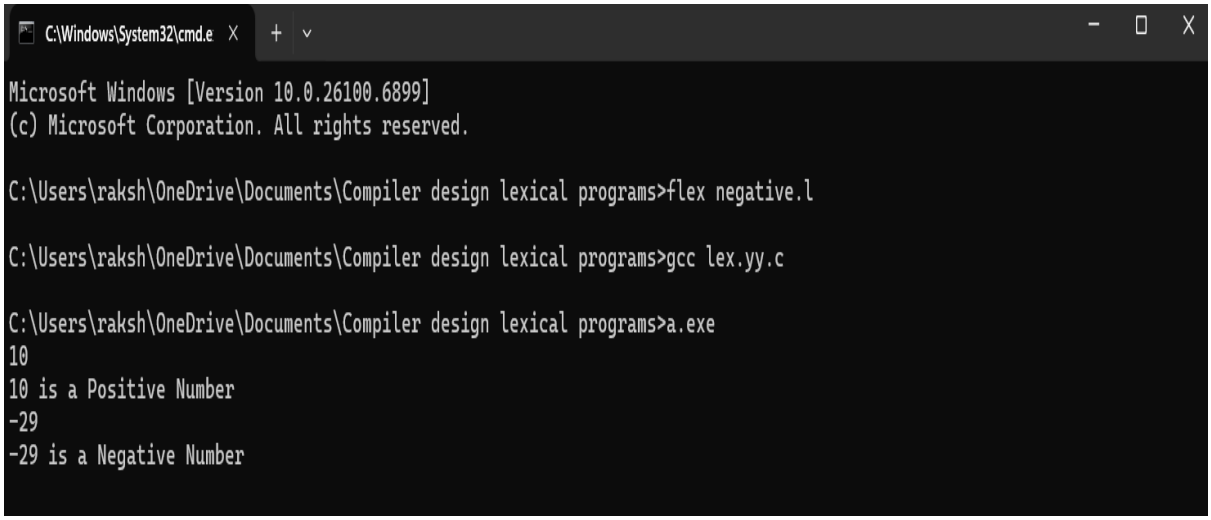
Program:

```
%{
#include <stdio.h>
%}
%%
[+-]?[0-9]+     {
                if(yytext[0] == '-')
                   printf("%s is a Negative Number\n", yytext);
                else
                   printf("%s is a Positive Number\n", yytext);
              }
[ \t\n]+        ;    /* Ignore spaces/new lines */

.               { printf("%s is not a number\n", yytext); }
%%
int main()
{
   yylex();
   return 0;
}

int yywrap()
{
   return 1;
}
```

Output:


C:\Windows\System32\cmd.e
Microsoft Windows [Version 10.0.26100.6899]
(c) Microsoft Corporation. All rights reserved.
C:\Users\raksh\OneDrive\Documents\Compiler design lexical programs>flex negative.l
C:\Users\raksh\OneDrive\Documents\Compiler design lexical programs>gcc lex.yy.c
C:\Users\raksh\OneDrive\Documents\Compiler design lexical programs>a.exe
10
10 is a Positive Number
-29
-29 is a Negative Number