

VISVESVARAYA TECHNOLOGICAL UNIVERSITY

“JnanaSangama”, Belgaum -590014, Karnataka.



LAB REPORT **on** **COMPILER DESIGN**

Submitted by

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Under the Guidance of
Prof. Prameetha Pai
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in partial fulfilment for the award of the degree of

BACHELOR OF ENGINEERING

in

COMPUTER SCIENCE AND ENGINEERING



B.M.S. COLLEGE OF ENGINEERING

(Autonomous Institution under VTU)

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**B. M. S. College of Engineering,
Bull Temple Road, Bangalore 560019
(Affiliated To Visvesvaraya Technological University, Belgaum) Department
of Computer Science and Engineering**



CERTIFICATE

This is to certify that the Lab work entitled “**Compiler Design**” carried out by **IMRAN WADRALI(1BM21CS077)** , who is bonafide student of **B. M. S. College of Engineering**. It is in partial fulfilment for the award of **Bachelor of Engineering in Computer Science and Engineering** of the Visvesvaraya Technological University, Belgaum during the year 2023-24.

The Lab report has been approved as it satisfies the academic requirements in respect of **Compiler Design- (22CS5PCCPD)** work prescribed for the said degree.

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DECLARATION

I, Imran Wadrili (1BM21CS077), student of 5th Semester, B.E, Department of Computer Science and Engineering, B. M. S. College of Engineering, Bangalore, here by declare that, this lab report entitled " **Compiler Design**" has been carried out by me under the guidance of Prof. Sunayana S, Assistant Professor, Department of CSE, B. M. S. College of Engineering, Bangalore during the academic semester November-2023-February-2024.

I also declare that to the best of my knowledge and belief, the development reported here is not from part of any other report by any other students.

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PROGRAM-1

Write a program to identify each character as vowel or consonant in a given sentence.

```
%option noyywrap
%{
#include <stdio.h>

%.
%.
%.
%*%
ole|il|o|u|A|E|I|O|U < printf("vowels : %s\n", yytext); }
[a-zA-Z] < printf("consonant : %s\n", yytext); }
%*%.
```

```
void main() {
    yylex();
}
```

Output:

I am King

~~200~~ a vowel; i
vowel: a
Consonant: m
~~consonant: k~~
vowel; i
Consonant: n
Consonant: g.

OUTPUT SCREENSHOT:

```
Enter a sentence:
Compiler design
No of vowels and consonants are 5 and 9
This is a book
No of vowels and consonants are 5 and 6
```

PROGRAM-2

Write a lex program to read the following input from a file and print the valid tokens on the terminal.

Note: Create two files one as Pg.1 and other one input.txt

```
%  
int|float|char { printf("Datatype -> %s\n", yytext); }  
[a-zA-Z]* { printf("Variable -> %s\n", yytext); }  
= { printf("assignment operator -> %s\n", yytext); }  
|; { printf("separator -> %s\n", yytext); }  
%.%.  
void main() {  
    printf("Enter the file name: \n");  
    scanf("%s", fname);  
    yyin = fopen(fname, "r");  
    yylex();  
    fclose(yyin);  
}
```

Output: Enter the file name: input.txt

~~Datatype -> int~~

~~Variable -> a~~

assignment operator -> =

digit -> 5

separator -> ,

Variable -> sum

separator -> ;

20/11/23

OUTPUT SCREENSHOT:

```
enter the input file name
input.txt
enter the output file name
output.txt
```

```
1 int a,b;
```

```
int Keywords a Identifiers, Seperatorb Identifiers; Seperator
```


PROGRAM-3:

Write a C program to recognize floating point number.
Check for all the input cases.

```
%<
#include <stdio.h>
%>
%>
%>
^ [+ -] ? [0-9] * [.] [0-9] + { printf (" %s ==> Floating point number", yytext);
^ [+ -] ? [0-9] * { printf (" %s ==> Not a floating point number", yytext);
%>
int yywrap ()
{
}
void main ()
{
    printf ("Enter a number : \n");
    yylex ();
}
```

Output: 0.33

0.33 ==> Floating point number

-334

-334 ==> Not a floating point number

+ 6.3

+ 6.3 ==> floating point number

OUTPUT SCREENSHOT:

```
Enter a number:
23
Not a floating point number!

0.5
Floating point number!

.8
Floating point number!

-.9
Floating point number!

+56
Not a floating point number!
```

PROGRAM-4

Write a C program that copies a file, replacing each non-empty sequence of white space by a single blank.

Code:

⇒ %f

```
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
char str1[200];

%f
%f.
[ln] < fprintf(yyout, "%s\n", str1); str1[0] = '\0';
[]* < fprintf(yyout, "%s", str1); str1[0] = '\0'
    fprintf(yyout, "%s", " ");
    strcat(str1, yytext);
<<EOF>> < printf(yyout, "%s", str1); return 0;
%f.
```

int main()

x

```
char filename[100];
printf("Enter the name of the file to copy: ");
scanf("%s", filename);
yyin = fopen(filename, "r");
if (yyin == NULL) {
    exit(0);
}
```

Sun
11/12/23

```
printf ("Enter the name of the file to write: \n");
```

```
scanf ("%s", filename);
```

```
yyout = fopen (filename, "w");
```

```
if (yyout == NULL)
```

```
{  
    exit (1);
```

```
yy (v);
```

```
}
```

```
int yywrap (void)
```

```
{
```

```
}
```

Output:

Enter the name of file to copy: inpuspace

Enter the name of the file to open for writing: outspace

inpuspace.txt

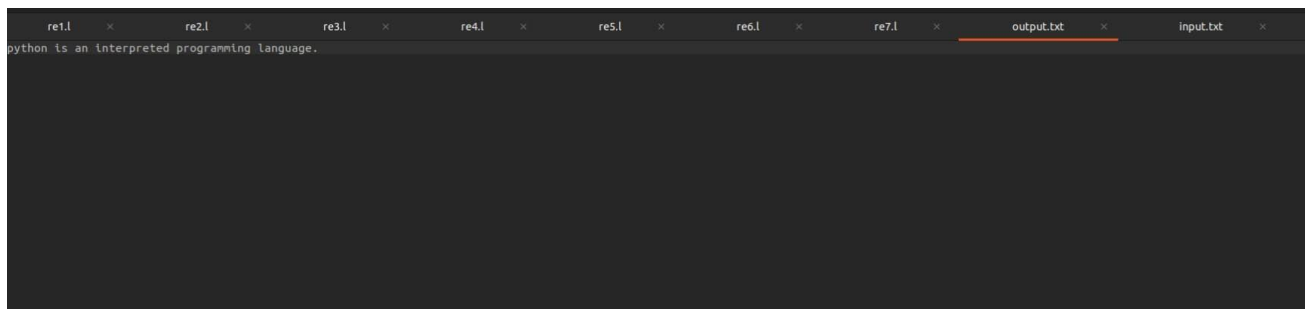
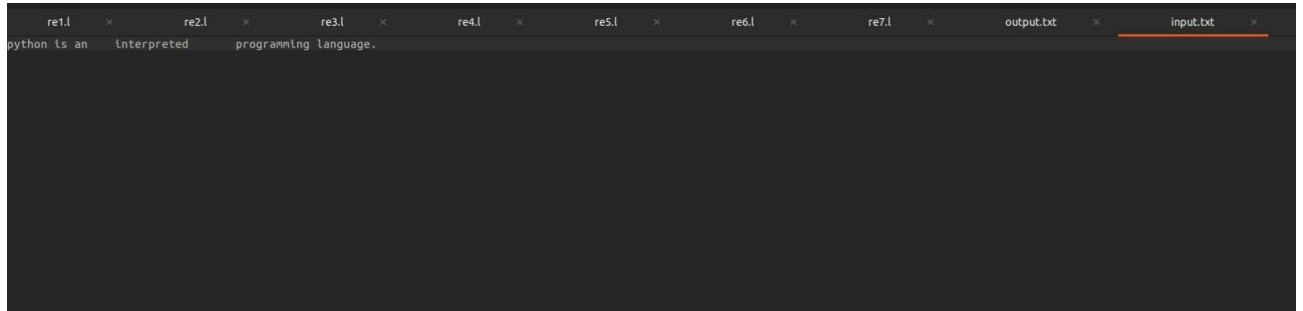
hi I am Imran.

Outspace.txt

hi I am Imran.

OUTPUT SCREENSHOT:

```
Enter the name of the file to copy: input.txt
Enter the name of the file to write: output.txt
```



PROGRAM-5

Program 13:

Write a lex program to recognize the following tokens:
over the alphabets {0, 1, ..., 9}

a) The set of all string ending in 00.

Code:

```
%<
#include <stdio.h>
%}

%%
[0-9]*00 < printf("string accepted");>
[0-9]* < printf("string rejected");>
%.*
```

```
int main() {
    yylex();
    return 0;
}
```

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

Output:

```
001
String rejected
100
String accepted
000
String accepted
```

b) The set of all strings with three consecutive 222's.

Code

→ %s

#include <stdio.h>

%s

%s

[0-9]*222[0-9]* if printf("string accepted");

[0-9]* < printf("string rejected");

%s

int main()

gets(s);

return 0;

}

int yywrap()

return 1;

}

Output:

1234

String rejected

01222567

String accepted.

8/12/2023

OUTPUT SCREENSHOT:

```
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ ./a.out
1111
successbmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ ./a.out
11
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ lex re5.l
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ cc lex.yy.c
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ ./a.out
1023002245
1023002245 10th symbol from right end id 1
^Z
[1]+  Stopped                  ./a.out
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ lex re6.l
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ cc lex.yy.c
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ ./a.out
9000
success
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ ./a.out
4005
success
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ ./a.out
123
123fail
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ lex re7.l
```

```
1311
fail
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ lex blank.l
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ cc lex.yy.c
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ ./a.out
Enter the name of the file to copy:    input.txt
Enter the name of the file to write:   output.txt
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ lex re1.l
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ cc lex.yy.c
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ ./a.out
24900
24900 string ends with 00
2352
2352 string does not end with 00
^Z
[2]+  Stopped                  ./a.out
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ lex re2.l
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ cc lex.yy.c
bmscecse@bmscecse-OptiPlex-5070:~/Documents/1BM21CS083$ ./a.out
12142
12142 string does not have 222
24322245
24322245 string has 222
```

PROGRAM-6

18/12/23

Write a C program to a lexical analyzer to recognise any five keywords, identifiers, numbers, operators and punctuations.

⇒ Code:

```
#include <stdio.h>
#include <ctype.h>
#include <string.h>
```

```
int isKeyword(char *word) {
    char *keywords[] = {"int", "float", "char", "if", "else"};
    for (int i = 0; i < 5; ++i) {
        if (strcmp(keywords[i], word) == 0) {
            return 1;
        }
    }
    return 0;
}
```

```
int isOperator(char ch) {
    char operators[] = "+-*/%><=&|^";
    return strchr(operators, ch) != NULL;
}
```

```
int isPunctuation(char ch) {
    char punctuation[] = ",;.:!";
    return strchr(punctuation, ch) != NULL;
}
```

```

void classify(char *str) {
    for (int i = 0; str[i] != '\0'; i++) {
        if (isalpha(str[i]) || str[i] == '_') {
            int j = i + 1;
            while (isalnum(str[j]) || str[j] == '_') {
                j++;
            }
            char temp[j - i + 1];
            strncpy(temp, str + i, j - i);
            temp[j - i] = '\0';
            if (isKeyword(temp)) {
                printf("Keyword: %s\n", temp);
            }
            else {
                printf("Identifier: %s\n", temp);
            }
            i = j - 1;
        }
        else if (isdigit(str[i])) {
            int j = i + 1;
            while (isdigit(str[j])) {
                j++;
            }
            printf("Number: %.*s\n", j - i, str + i);
            i = j - 1;
        }
        else if (isOperator(str[i])) {
            printf("Operator: %c\n", str[i]);
        }
    }
}

```

```

else if (isPunctuation(strc[i])) <
    printf("Punctuation: %c\n", strc[i]);

```

```

int main() <

```

```

    char input[100];
    printf("Enter input string: ");
    fgets(input, sizeof(input), stdin);
    printf("\n\nClassifying input: \n");
    classify(input);

```

```

    return 0;

```

Sum
18/12/23

Output:

input String: int a = 0; b; float sum = 0.0;

classifying the input:

Keyword : int

Identifier : a

Operator : =

Number = 0

Punctuation: ;

Identifier : b

Punctuation : ;

~~Keyword~~ Keyword : float

Identifier : Sum

Operator : =

Number = 0

punctuation = .

Number : 0

Punctuation : ;

OUTPUT SCREENSHOT:

```
enter c code
int a = 1234 ;
Keyword: int
Identifier: a
Punctuation/Operator: =
Number: 1234
Punctuation/Operator: ;
|
```


PROGRAM-7

8/1/2024

Write a program to perform Recursive Descent Parsing on the following grammar.

$S \rightarrow cAd$

$A \rightarrow ab|a$

→ Code

```
#include <stdio.h>
#include <stdbool.h>
```

```
bool parse_S(char input_str[]);
bool parse_A(char input_str[]);
bool recursive-descent-parser(char input_str[]);
```

```
int index;
```

```
bool parse_S(char input_str[]) {
    if (input_str[index] == 'c') {
        index++;
        if (parse_A(input_str) && input_str[index] == 'd') {
            index++;
            return true;
        }
        else {
            return false;
        }
    }
    else {
        return false;
    }
}
```

y

if (recursive_descent_parser (user_input)) {

printf("The given string is accepted by the grammar.\n");

}
else {

printf("The given string is not accepted by the grammar.\n");

}

}

Output:

Enter the string to parse: ~~cad~~ cad

$S \rightarrow cAd$

$A \rightarrow ab|a$

The given string is accepted by the grammar

Enter the string to parse: cadd

$S \rightarrow cAd$

$A \rightarrow ab|a$

The given string is not accepted by the grammar.

OUTPUT SCREENSHOT:

```
Enter the input string:
ad
ello
arsing failed. Extra characters found.
mscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Documents$ ./recursive_descent
Enter the input string:
aaad
ello
arsing failed. Extra characters found.
mscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Documents$ ./recursive_descent
Enter the input string:
ab$
ello
arsing successful.
mscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Documents$ ./recursive_descent
Enter the input string:
aad$
ello
arsing failed. Extra characters found.
mscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Documents$ ./recursive_descent
Enter the input string:
abd$
ello
arsing successful.
mscecse@bmscecse-HP-Elite-Tower-600-G9-Desktop-PC:~/Documents$ ./recursive_descent
Enter the input string:
aaad$
ello
arsing failed. Extra characters found.
```

PROGRAM-8

Design a suitable grammar for evaluation of ^{8/1/24}
Arithmetic expression having + & - operators.
+ has least priority & is left associative
- has high priority and is ~~left~~ right associative

Code:

lex file:

```
%option noyywrap
%<
#include "y.tab.h"
%<
%>
[0-9]+ { yyval = atoi(yytext); return NUM; }
[+-] ;
\n return 0;
. return yytext[0];
%%
```

your file:

1.1 #include <stdio.h>

1.2

1.3 token Num

1.4 left '+'

1.5 right '-'

1.6

1.7 expri.e < printf("Valid expression\n"); printf("Result: %d\n", \$);
return 0; }

e: e + e < \$ = \$1 + \$3;

le - e < \$ = \$1 - \$3;

num < \$ = \$1;

;

1.8

int main () {

printf("\n Enter an arithmetic expression\n");

yparse();

return 0;

}

int yyparse () {

printf("\n Invalid expression\n");

return 0;

}

✓
Sum
81.124

Output: Enter arithmetic Expression

5+10+10

Valid Expression

Result = 25

(5+

~~Invalid Expression~~

;

%

[

OUTPUT SCREENSHOT:

```
Enter an arithmetic expression:  
2+3*4  
Valid expression!  
Result:14
```

```
Enter an arithmetic expression:  
2++3-  
Invalid expression!
```

PROGRAM-9

Write a yacc program string grammar. $a^n b^n$. $n \geq 5$;

```
arbn.y
%{
#include <stdio.h>
#include <stdlib.h>
int yyerror (char *s);
int yylex (void);
%}

%token A
%token B
%token NL
%>

%start S
%{
    printf("Parsed using the\nrule (a^n)b, n >= 5\n valid string.\n");
%}

S : S A
  |
  ;

void main ()
{
    printf("Enter a string ! \n");
    yy parse();
}
```

```

int yyerror ( char *s)
{
    printf ("Invalid String !\n");
    return 0;
}

```

2 anbn-1

```

%{
    #include <stdio.h>
    #include <stdlib.h>
    #include <ctype.h>
    extern int yyval

```

```

%}

```

```

%{

```

```

[A] : < yyval = yytext[0]; return A ; >

```

```

[B] : < yyval = yytext[0]; return B; >

```

```

} : < return NL; >

```

```

• < return yytext[0]; >

```

```

%}

```

```

int yywrap()

```

```

{
    return 1;
}

```


Output

Enter a string

aacaaab

Passed using rule $(a^n b)$, $n \geq 5$

valid string

aacabb

~~invalid string!~~

29/1/2024

OUTPUT SCREENSHOT:

```
Enter a string!  
aaaaaaaab  
Parsed using the rule (a^n)b, n>=5.  
Valid String!  
ab  
Invalid String!
```

```
Enter a string!  
abc  
Invalid String!
```

PROGRAM-10

Write an yacc program to generate syntax tree for a given arithmetic expression

→ Code
p1.y

```
%{  
#include "y.tab.h"  
extern int yyval;  
%}
```

```
%%  
[0-9]+ < yyval = atoi(yytext); return digit; %  
[ \t ] ;
```

```
[ \n ] return 0;  
- return yytext[0];
```

```
%}  
int yywrap()  
{  
}
```

p1.y

```
%{  
#include <math.h>  
#include <ctype.h>  
#include <stdio.h>  
#include <stdlib.h>  
#include <string.h>
```

```

struct tree-node
{
    char val[10];
    int lc;
    int rc;
};

int ind;

struct tree-node syn-tree[100];

void my-print-tree(int cur-ind);

int mknnode(int lc, int rc, char val[10]);

//
// token digit
//
S: E < my-print-tree(1);
;
E: E '+' T < $$ = mknnode(1, 3, "+");
IT < $$ = 1;
;
T: T '*' F < $$ = mknnode(1, 3, "*");
IF < $$ = 1;
;
IF : '(' E ')' < $$ = 2;
1 digit < char buf[10]; sprintf(buf, "%d", yylval); $$ = mknnode(-1,
buf);
//

```

```
int main()
```

```
{ ind = 0;
```

```
printf("Enter an expression\n");
```

```
yy parse();
```

```
return 0;
```

```
}
```

```
int yyparse()
```

```
{ printf("NITW Error\n");
```

```
}
```

```
int mknode(int lc, int rc, char val[10])
```

```
{ strcpy(syn-tree[ind], val, val);
```

```
syn-tree[ind].lc = lc;
```

```
syn-tree[ind].rc = rc;
```

```
ind++;
```

```
return ind-1;
```

```
}
```

```
void my-print-tree(int cur-ind)
```

```
{ if (cur-ind == -1) return;
```

```
if (syn-tree[cur-ind].lc == -1 && syn-tree[cur-ind].rc == -1)
```

```
printf("Digit Node -> Index: %d, Value: %s\n", cur-ind, syn-tree
```

```
cur-ind].val);
```

```
else
```

```
printf("Operator Node -> Index: %d, Value: %s, Left child
```

```
Index: %d, Right child Index: %d\n",
```

```
my-print-tree(syn-tree[cur-ind].lc);
```

```
my-print-tree(syn-tree[cur-ind].rc); }
```

Output:

Enter an Expression:

$3+2^*5$

Operator Node \rightarrow index: 4 value +, LCI = 0, RCI = 3

Leaf Node \rightarrow Index: 0, Value: 3

Operator Node \rightarrow index = 3, Value: * LCI = 1, RCI = 2

Leaf Node \rightarrow Index: 1, value: 2

Leaf Node \rightarrow Index: 2, value: 5

OUTPUT SCREENSHOT:

```
Enter an expression:
2*3+5*4
Operator Node -> Index : 6, Value : +, Left Child Index : 2,Right Child Index : 5
Operator Node -> Index : 2, Value : *, Left Child Index : 0,Right Child Index : 1
Digit Node -> Index : 0, Value : 2
Digit Node -> Index : 1, Value : 3
Operator Node -> Index : 5, Value : *, Left Child Index : 3,Right Child Index : 4
Digit Node -> Index : 3, Value : 5
Digit Node -> Index : 4, Value : 4
```


PROGRAM-11

Use √acc to convert Infix expression to Postfix expression

Code

p1.1

```
%  
#include <math.h>  
extern int yyval;  
%}
```

```
%*  
[0-9]+ < yyval = atoi(yytext); return digit; %  
[+*];
```

```
[^0-9+*] return 0  
%} return yytext[0];
```

```
%*  
int yywrap()  
{  
    %}
```

P1.2

```
%  
#include <ctype.h>  
#include <stdio.h>  
#include <stdlib.h>  
%}  
%} token digit
```

/.1.

S: E < printf("\n\n"); >

;

E: E '+' T < printf("+"); >

| T

;

T: T '*' F < printf("*"); >

| F

;

F: '(' E ')'

| digit < printf("%d", &1); >

;

/.1.

int main()

< printf("Enter infix expression:");

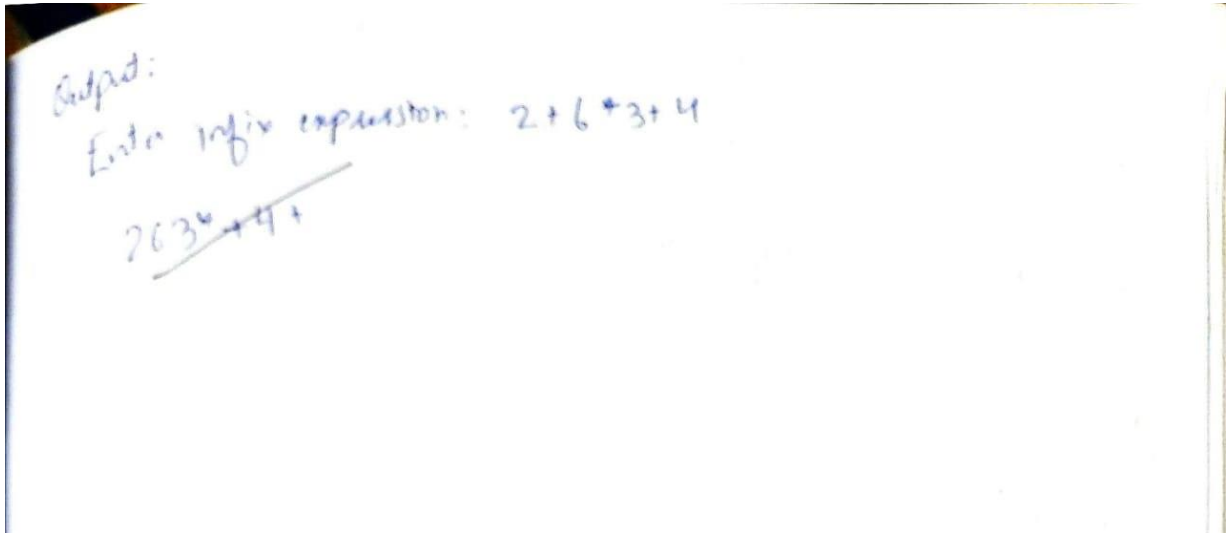
yyparse();

>

yyerror;

< printf("Error");

>



OUTPUT SCREENSHOT:



PROGRAM-12

Write a program using YACC to generate 3 address code for a given expression.

P1.1

d [0-9]+
a [a-zA-Z]+

/*

#include <stdio.h>

#include <stdlib.h>

#include < "y.tab.h" >

extern char iden[20];

*/

/*

<d> {yyval = atoi(yytext); return digit; }

<a> { strcpy(iden, yytext); yyval = 1; return id; }

[E] { }

/* return 0;

return yytext[0];

*/

int yywrap()

{

}

```

1.8
#include <math.h>
#include <ctype.h>
#include <stdio.h>
int var_cnt = 0;
char iden[50];
1.9
1. token id
2. token digit
3. token
4. token
5. token
6. token
7. token
8. token
9. token
10. token
11. token
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93. token
94. token
95. token
96. token
97. token
98. token
99. token
100. token

```

f: "E" - 234 = 32;

digit & b: var cnt; var -cnt++; printf(" + + d = %d", cnt);

};

int main()

{

var. cnt = 0;

printf("Enter an expression: \n");

yy parse();

return 0;

}

yy error()

printf("error");

}

Output

a = 2 + 3 * 6

t0 = 2;

t1 = 3

t2 = 6;

t3 = t1 * t2;

t4 = t0 + t3;

a = t4.

OUTPUT SCREENSHOT:

```
mehd23@mehd-VirtualBox: ~/Documents/LeetCode/Programs$ ./a.out
Enter an expression:
a=2*3/6-4
t0 = 2;
t1 = 3;
t2 = t0 * t1;
t3 = 6;
t4 = t2 / t3;
t5 = 4;
t6 = t4 - t5;
a=t6
```