

## **COMSATS** University Islamabad (CUI)

## **Lab Terminal**

For

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By

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Submitted To:

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## **Question:01**

2 functionailties along with input code and output.

## **Input Code:**

```
using System;
using System.Collections.Generic;
namespace Analyzer {
    class Analyze {
        List<List<int>> rules = new List<List<int>>();
        private void loadTransitionTable(string path) {
            string text = System.IO.File.ReadAllText(path);
            if(text.Length < 2) {</pre>
                throw new Exception();
            foreach(var item in text.Split('\n')) {
                var temp = new List<int>();
                foreach(var itm in item.Trim().Split(' ')) {
                    temp.Add(Convert.ToInt32(itm));
                rules.Add(temp);
            }
        }
        private int getNextState(int iState,char cChar) {
            if(char.IsLetter(cChar))
                return rules[iState][1];
            else if(char.IsDigit(cChar))
                return rules[iState][2];
            else if(cChar == '.')
                return rules[iState][3];
            else if(cChar == '"')
                return rules[iState][4];
            else if(cChar == '\'')
                return rules[iState][5];
            else if(cChar == '_')
                return rules[iState][6];
            else if(cChar == '+')
                return rules[iState][7];
            else if(cChar == '=')
                return rules[iState][8];
            else if(cChar == '-')
                return rules[iState][9];
```

```
else if(cChar == '%')
                return rules[iState][10];
            else if(cChar == '!')
                return rules[iState][11];
            else if(cChar == '>')
                return rules[iState][12];
            else if(cChar == '<')</pre>
                return rules[iState][13];
            else if(cChar == '/')
                return rules[iState][14];
            return rules[iState][0];
        }
        private bool isKeyword(string sToken) {
            if((sToken).Length > 16 || (sToken).Length == 0)
                return false;
            var sKeywords = new List<string>(){
"using","import","include","asm","auto","bool","break","case","catch","char","class","con
st", "const_cast",
"continue", "default", "delete", "do", "double", "dynamic_cast", "else", "enum", "explicit",
"export", "extern", "false", "float", "for", "friend", "goto", "if", "inline", "int", "long",
"main","mutable","namespace","new","operator","private","protected","public",
                 "register","reinterpret_cast","return","short","signed","sizeof","static",
"static cast", "struct", "switch", "template", "this", "throw", "true", "try", "typedef",
"typeid", "typename", "union", "unsigned", "using", "virtual", "void", "volatile", "wchar_t", "whi
le"};
            return sKeywords.Exists(element => (sToken.ToLower()) == element);
        public string Result(string txt,string tt = @"matrix.txt") {
            try {
                loadTransitionTable(tt);
            catch(Exception) {
                return "Unable to open the input file.\nPress any key to exit.\n";
            if(txt.Length == 0)
                return "";
            var result = "";
            int txtIndex = 0,iState=0;
            char cTemp = txt[txtIndex], cChar = ' ';
            string sToken = "";
            bool flag = true;
            //////
            txt += " ";
            while(txtIndex != txt.Length) {
                if(flag) {
                    cChar = cTemp;
                    if(txt.Length - 1 == txtIndex)
```

```
return result + cChar;
    cTemp = txt[++txtIndex];
}
else
   flag = true;
#region Filter out comments
//CMNT
if(cChar == '/' && cTemp == '/') {
    if(txt.Length - 1 == txtIndex)
        return result;
    while(txt[++txtIndex] != '\n') {
        if(txt.Length == txtIndex)
            return result;
    }
    result += '\r';
    if(txt.Length - 1 != txtIndex)
        cTemp = txt[++txtIndex];
    continue;
if(cChar == '/' && cTemp == '*') {
    if(txt.Length - 1 == txtIndex)
        return result;
    cTemp = txt[++txtIndex];
    do {
        cChar = cTemp;
        if(txt.Length - 1 == txtIndex)
            return result + cChar;
        cTemp = txt[++txtIndex];
    } while(cChar != '*' && cTemp != '/');
    result += '\r';
    if(txt.Length - 1 != txtIndex)
        cTemp = txt[++txtIndex];
    continue;
}
#endregion
iState = getNextState(iState,cChar);
switch(iState) {
    case 0:
        result += cChar;
        iState = 0;
        sToken = "";
        break;
    case 1:
    case 3:
    case 5:
    case 7:
    case 10:
    case 14:
    case 18:
    case 25:
    case 26:
        sToken += cChar;
        break;
    case 2:
```

```
if(isKeyword(sToken))
                result += sToken;
                result += "<ID>";
            iState = 0;
            flag=false;
            sToken = "";
            break;
        case 4:
            result += "<INT>";
            iState = 0;
            flag=false;
            sToken = "";
            break;
        case 6:
            result += "<FLOAT>";
            iState = 0;
            flag=false;
            sToken = "";
            break;
        case 8:
            result += "<STR>";
            iState = 0;
            sToken = "";
            break;
        case 9:
        case 11:
        case 12:
        case 13:
        case 15:
        case 16:
        case 17:
        case 19:
        case 20:
        case 21:
        case 22:
        case 23:
        case 24:
        case 27:
        case 28:
            result += "<OPR>";
            if(cChar != '+' && cChar != '-' && cChar != '/'
                && cChar != '>' && cChar != '<' && cChar != '=')
                flag=false;
            iState = 0;
            sToken = "";
            break;
        case 30:
        case 33:
            iState = 0;
            sToken = "";
            break;
    }
}
```

```
return result;
        }
    }
}
  Output:
                    ▼ ¼ X Analyze.cs 🙃 😕 X Program.cs 🙃 Form1.cs [Design] 🙃
                                                                   🐾 Analyzer.Analyze
                             ∃using System;

⊔using System Collections Generic:
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      Analyzer
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