

CPSC 323 Compilers & Languages (Fall 2023)

PROJECT 1

**Deadline: Oct 4th, 2023**

The first project assignment is to write a lexical analyzer (Lexer).

Lexical analysis is the process of reading the stream of characters making up the source code of a program and dividing the input into tokens.

The Lexer:

Writing a procedure (Function) - `lexer ()` that returns a token when it's required will be a key part of your assignment. Your `lexer()` function should return a record with two fields: one for the token and one for the token's actual "value" (lexeme), or the instance of a token.

Write a lexer from scratch by designing and implementing your FSA that returns the tokens from the simple source code in C/C++/Java/Python in the given file "`input_scode.txt`".

1. You need to design and implement FSA for tokens - identifier and integer, the rest can be written ad-hoc. Otherwise, there will be a deduction of 3 points!
2. You need to write your REs and draw the FSA for the above required tokens: identifier and integer and put them in a document named as "`FSA_mydesign.doc`".
3. Your executable program, which is supposed to be developed in C/C++/Java/Python, should represent the implementation of your idea. To read and return the subsequent token, use the `lexer()` method.
4. Print out the result into two columns, one for tokens and another for lexemes, and save it into a document named as "`output`" (see an example I/O as below).
5. You must write a "`readme`" file to briefly specify documentation & how to setup/run your program if needed.
6. Your submission must have Five (5) files: the given "`input_scode.txt`", your design file, your program file, output file, and a readme file.

Your program should read a file containing the source code of `input_scode.txt` to generate tokens and write out the results to an output file. Make sure that you print both the tokens, and lexemes.

Input Source code (input\_scode.txt)

```
while (t < upper) s = 22.00;
```

Output:

token	Lexeme
keyword	while
Separator	(
Identifier	t
Operator	<
Identifier	upper
Separator	)
Identifier	s
Operator	=
Real	22.00
Separator	;