The lexical analyzer should ignore redundant spaces, tabs and new lines. It should also ignore comments. Although the syntax specification states that identifiers can be arbitrarily long, you may restrict the length to some reasonable value. Develop a lexical Analyzer to identify identifiers, constants, operators using C program?

OUTPUT:

```
#include <stdio.h>
                                                                        Identifier: int
#include <ctype.h>
                                                                        Identifier: main
#include <string.h>
                                                                        Identifier: int
                                                                        Identifier: a
#define MAX_IDENTIFIER_LENGTH 50
                                                                        Operator: =
                                                                        Integer Constant: 10
int isIdentifier(char *str) {
                                                                       Identifier: a
    if (isalpha(str[0]) || str[0] == '_') {
                                                                        Operator: =
        for (int i = 1; i < strlen(str); i^{++}) {
                                                                        Identifier: a
           if (!isalnum(str[i]) && str[i] != '_') {
                                                                        Operator: +
                return 0;
                                                                        Integer Constant: 10
            }
                                                                        Identifier: return
        }
                                                                        Integer Constant: 0
        return 1;
    return 0;
                                                                        === Code Execution Successful
int isIntegerConstant(char *str) {
    for (int i = 0; i < strlen(str); i++) {
        if (!isdigit(str[i])) {
            return 0;
    }
    return 1;
```