

**EXP NO: 08**

**DATE:**

## **GENERATE THREE ADDRESS CODE FOR A SIMPLE PROGRAM USING LEX AND YACC**

### **AIM:**

To design and implement a **LEX and YACC** program that generates **three-address code (TAC)** for a simple arithmetic expression or program. The program will:

- Recognize **expressions** like addition, subtraction, multiplication, and division.
- Generate **three-address code** that represents the operations in a way that could be directly translated into assembly code or intermediate code for a compiler.

### **ALGORITHM:**

1. Lexical Analysis (LEX) Phase:

**Input:** A string containing an arithmetic expression (e.g.,  $a = b + c * d$ ).

**Output:** A stream of tokens such as identifiers (variables), numbers (constants), operators, and special characters (like =, :, (), etc.).

1. **Define the Token Patterns:**

- **ID:** Identifiers (variables) are strings starting with a letter and followed by letters or digits (e.g., a, b, result).
- **NUMBER:** Constants (e.g., 1, 5, 100).
- **OPERATOR:** Arithmetic operators (+, -, \*, /).
- **ASSIGNMENT:** Assignment operator (=).
- **PARENTHESIS:** Parentheses for grouping (( and )).
- **WHITESPACE:** Spaces, tabs, and newline characters (which should be ignored).

2. **Write Regular Expressions for the Tokens:**

- ID -> [a-zA-Z\_][a-zA-Z0-9\_]\*
- NUMBER -> [0-9]+
- OPERATOR -> [\+ \- \\* \/]
- ASSIGN -> "="
- PAREN -> [\(\)]
- WHITESPACE -> [\t\n]+ (skip whitespace)

3. **Action on Tokens:**

- When a token is matched, pass it to **YACC** using yylval to store the token values.

2. Syntax Analysis and TAC Generation (YACC) Phase:

**Input:** Tokens provided by the **LEX** lexical analyzer.

**Output:** Three-address code for the given arithmetic expression.

### 1. Define Grammar Rules:

- **Assignment:**

```
bash
CopyEdit
statement: ID '=' expr
```

This means an expression is assigned to a variable.

- **Expressions:**

```
bash
CopyEdit
expr: expr OPERATOR expr
```

An expression can be another expression with an operator (+, -, \*, /).

```
bash
CopyEdit
expr: NUMBER
expr: ID
expr: '(' expr ')'
```

### 2. Three-Address Code Generation:

- For every arithmetic operation, generate a temporary variable (e.g., t1, t2, etc.) to hold intermediate results.
- For  $a = b + c$ , generate:

```
ini
CopyEdit
t1 = b + c
a = t1
```

- For  $a = b * c + d$ , generate:

```
ini
CopyEdit
t1 = b * c
t2 = t1 + d
a = t2
```

### 3. Temporary Variable Management:

- Keep a counter (temp\_count) for generating unique temporary variable names (t0, t1, t2, ...).
- Each time a new operation is encountered, increment the temp\_count to generate a new temporary variable.

### 4. Rule Actions:

- When a rule is matched (e.g., `expr OPERATOR expr`), generate the TAC and assign temporary variables for intermediate results.

Detailed Algorithm:

1. **Initialize Lexical Analyzer:**
  - Define the token patterns for ID, NUMBER, OPERATOR, ASSIGN, PAREN, and WHITESPACE.
2. **Define the Syntax Grammar:**
  - Define grammar rules for:
    - **Assignments:** ID = expr
    - **Expressions:** expr -> expr OPERATOR expr, expr -> NUMBER, expr -> ID, expr -> (expr)
3. **Token Matching:**
  - **LEX:** Match input characters against the defined regular expressions for tokens.
  - **YACC:** Use the tokens to parse and apply grammar rules.
4. **TAC Generation:**
  - **For Assignment:**
    - Upon parsing ID = expr, generate a temporary variable for the result of expr and assign it to the variable ID.
  - **For Arithmetic Operations:**
    - For each operator (e.g., +, -, \*, /), generate temporary variables for intermediate calculations.
5. **Output TAC:**
  - Print the generated three-address code, with each expression and its intermediate results represented by temporary variables.

## PROGRAM:

3address.l

```
%{
#include "3address.tab.h"
#include <string.h>
#include <stdlib.h>
%}

ID    [a-zA-Z_][a-zA-Z0-9_]*
NUM   [0-9]+

%%

{ID}  { yylval.str = strdup(yytext); return ID; }
{NUM} { yylval.str = strdup(yytext); return NUM; }
"="   { return '='; }
";"   { return ';'; }
"("   { return '('; }
")"   { return ')'; }
"+"   { return '+'; }
```

```

"-"    { return '-'; }
"*"    { return '*'; }
"/"    { return '/'; }
[ \t\n] ; // skip whitespace

%%

int yywrap() {
    return 1;
}

3address.y
%{
#include <stdio.h>
#include <stdlib.h>
#include <string.h>

int tempCount = 0;

char* createTemp() {
    char* temp = (char*)malloc(10);
    sprintf(temp, "%d", tempCount++);
    return temp;
}

void yyerror(const char* s);
int yylex();
%}

%union {
    char* str;
}

%token <str> ID NUM
%type <str> expr

%left '+' '-'
%left '*' '/'

%%

stmt:
    ID '=' expr ';' {
        printf("%s = %s\n", $1, $3);
    }
    ;

expr:
    expr '+' expr {

```

```

        char* temp = createTemp();
        printf("%s = %s + %s\n", temp, $1, $3);
        $$ = temp;
    }
| expr '-' expr {
    char* temp = createTemp();
    printf("%s = %s - %s\n", temp, $1, $3);
    $$ = temp;
}
| expr '*' expr {
    char* temp = createTemp();
    printf("%s = %s * %s\n", temp, $1, $3);
    $$ = temp;
}
| expr '/' expr {
    char* temp = createTemp();
    printf("%s = %s / %s\n", temp, $1, $3);
    $$ = temp;
}
| '(' expr ')' {
    $$ = $2;
}
| ID {
    $$ = strdup($1);
}
| NUM {
    $$ = strdup($1);
}
;

%%

void yyerror(const char* s) {
    printf("Syntax Error: %s\n", s);
}

int main() {
    printf("Enter an arithmetic expression :\n");
    yyparse();
    return 0;
}

```

### OUTPUT :

```
yacc -d expr.y
lex expr.l
gcc y.tab.c lex.yy.c -o expr_parser
./expr_parser
a = b * c + d;
t0 = b * c
t1 = t0 + d
a = t1
```

<b>Implementation</b>	
<b>Output/Signature</b>	

### RESULT:

Thus the process effectively tokenizes the input, parses it according to defined grammar rules, and generates the corresponding Three-Address Code, facilitating further compilation or interpretation stages.