

6a) Write a LEX program to eliminate *comment lines* in a C program and copy the resulting program into a separate file.

```
%{
#include<stdio.h>
int count=0;
%}
BC ^[ \t]* [/*] [\*]
EC [/*] [/]
QT [\"]
%x CMT
%x QUOT
%%
{BC} {BEGIN CMT;}
<CMT>{EC} {count++; BEGIN 0;}
<CMT>. |
<CMT>\n ;
{QT} {ECHO; BEGIN QUOT;}
<QUOT>{QT} {ECHO; BEGIN 0;}
<QUOT>.|\n {ECHO;}
"//".* {count++;}
%%
main(int argc, char *argv[])
{
    FILE *fin,*fout;
    if(argc!=3)
    {
        printf("Usage:<Executable file><input file><outputfile>");
        exit(1);
    }
    fin=fopen(argv[1],"r");
    if(!fin)
    {
        fprintf(stderr, "Couldnt open %s\n", argv[1]);
        exit(1);
    }
    yyin=fin;
    fout=fopen(argv[2],"w");
    if(!fout)
    {
        fprintf(stderr, "Couldnt open %s\n", argv[2]);
        exit(1);
    }
    yyout=fout;
    yylex();
    printf("The Number of Comment Lines=%d\n",count);
}
```

Instructions:

- 1) Compile lex program file : **lex 6a.l**
- 2) Compile lex.yy.c : **gcc -o 6a lex.yy.c -ll**
- 3) Create a source C file, say **source.c** and write some C statements along with the comments. For ex,

```
#include<stdio.h>      //Declare Header File
int main()
{
    /*Declare Variables
     ..... */
    int a=10,b=20,c=0;
    c=a+b;          //Perform Addition
    printf(" /* DISPLAY OUTPUT */ ");
    printf("sum=%d\n",c);
    return 0;        /*return*/
}
```

- 4) Create a new destination file, say **dest.c** and do not write anything into it. (*Even if the destination file is not created, it does get created when the command given below gets executed.*)
- 5) Now run the executable file using the command
./6a source.c dest.c
(This command copies everything from source.c to dest.c except comment lines.)
- 6) Press Cntrl+D. You'll get the output as:
The Number of Comment Lines=4
- 7) Open **dest.c** and check its content. Now, It's content should be free from comment lines.
For our example, the file content must look like:

```
#include<stdio.h>
int main()
{
    int a=10,b=20,c=0;
    c=a+b;
    printf(" /* DISPLAY OUTPUT */ ");
    printf("sum=%d\n",c);
    return 0;
}
```