Exp No: 4 Date:

## DESIGN A DESK CALCULATOR USING LEX TOOL

## AIM:

To create a calculator that performs addition, subtraction, multiplication and division using lex tool.

### **ALGORITHM:**

- 1. Initialize variables and declare a function prototype.
- 2. Define patterns for digits, arithmetic operations, and line breaks.
- 3. Implement lexical rules to perform actions based on matched patterns.
- 4. Define a function to convert tokens to floats and perform arithmetic operations.
- 5. Invoke lexical analysis in the main function. 6. Indicate the end of input with the yywrap() function.

#### PROGRAM:

```
% \{ int op = 0,i; \}
float a, b; int
digi();
% }
dig [0-9]+|([0-9]*)"."([0-9]+) add
"+" sub "-" mul "*" div
"/"
pow "^" ln
\n
%%
{dig} {digi();} {add}
\{op=1;\}
{sub} {op=2;}
{mul} {op=3;}
{div} {op=4;}
{pow} {op=5;}
\{\ln\} \{ printf("\n The Answer : \% f \n\n",a); \}
%%
int digi() { if(op==0) /*
atof() is used to convert
```

Roll Number: 210701109

Name: Karthick S

```
- the ASCII input to float */
a=atof(yytext);
else{ b=atof(yytext); switch(op)
      { case 1:
             a=a+b;
             break;
         case 2:
             a=a-b;
             break;
         case 3:
             a=a*b;
             break;
        case 4:
             a=a/b;
             break;
          case 5:
           for(i=a;b>1;b--) {
        {a=a*i;
         break; }
   op=0;
  } }
int main(int argv,char *argc[])
{ yylex(); } int yywrap()
  { return 1;
}
```

Roll Number: 210701109

Name: Karthick S

## **OUTPUT**:

# **RESULT:**

Thus, a calculator that performs addition, subtraction, multiplication and division using lex tool is implemented.

Roll Number: 210701109

Name: Karthick S