**8. Shift Reduce Parsing**

#include<stdio.h>

#include<string.h>

int k=0,z=0,i=0,j=0,c=0;

char a[16],ac[20],stk[15],act[10];

void check();

void main()

{

puts("GRAMMAR is E->E+E \n E->E\*E \n E->(E) \n E->id");

puts("enter input string ");

gets(a);

c=strlen(a);

strcpy(act,"SHIFT->");

puts("stack \t input \t action");

for(k=0,i=0; j<c; k++,i++,j++)

{

if(a[j]=='i' && a[j+1]=='d')

{

stk[i]=a[j];

stk[i+1]=a[j+1];

stk[i+2]='\0';

a[j]=' ';

a[j+1]=' ';

printf("\n$%s\t%s$\t%sid",stk,a,act);

check();

}

else

{

stk[i]=a[j];

stk[i+1]='\0';

a[j]=' ';

printf("\n$%s\t%s$\t%ssymbols",stk,a,act);

check();

}

}

getch();

}

void check()

{

strcpy(ac,"REDUCE TO E");

for(z=0; z<c; z++)

if(stk[z]=='i' && stk[z+1]=='d')

{

stk[z]='E';

stk[z+1]='\0';

printf("\n$%s\t%s$\t%s",stk,a,ac);

j++;

}

for(z=0; z<c; z++)

if(stk[z]=='E' && stk[z+1]=='+' && stk[z+2]=='E')

{

stk[z]='E';

stk[z+1]='\0';

stk[z+2]='\0';

printf("\n$%s\t%s$\t%s",stk,a,ac);

i=i-2;

}

for(z=0; z<c; z++)

if(stk[z]=='E' && stk[z+1]=='\*' && stk[z+2]=='E')

{

stk[z]='E';

stk[z+1]='\0';

stk[z+1]='\0';

printf("\n$%s\t%s$\t%s",stk,a,ac);

i=i-2;

}

for(z=0; z<c; z++)

if(stk[z]=='(' && stk[z+1]=='E' && stk[z+2]==')')

{

stk[z]='E';

stk[z+1]='\0';

stk[z+1]='\0';

printf("\n$%s\t%s$\t%s",stk,a,ac);

i=i-2;

}

}

**OUTPUT:**

GRAMMAR is E->E+E

E->E\*E

E->(E)

E->id

enter input string

id\*id+id

stack input action

$id \*id+id$ SHIFT->id

$E \*id+id$ REDUCE TO E

$E\* id+id$ SHIFT->symbols

$E\*id +id$ SHIFT->id

$E\*E +id$ REDUCE TO E

$E +id$ REDUCE TO E

$E+ id$ SHIFT->symbols

$E+id $ SHIFT->id

$E+E $ REDUCE TO E

$E $ REDUCE TO E