

**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
   - the ASCII input to float */
```

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```

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;
}

```

## OUTPUT:

```

(kali㉿kali)-[~/Documents/cdlab]
$ vi exp4.l

(kali㉿kali)-[~/Documents/cdlab]
$ lex exp4.l

(kali㉿kali)-[~/Documents/cdlab]
$ cc lex.yy.c

(kali㉿kali)-[~/Documents/cdlab]
$ ./a.out
5+10

The Answer :15.000000

8*4

The Answer :32.000000

100/2

The Answer :50.000000

10-8

The Answer :2.000000

```

**RESULT:**

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