2CS701 Compiler Construction

Lab-7 Task

Submitted by: Labdhi Sheth 18BCE101

<u>Aim:</u> To implement grammar rules for control statements and loop control.

Code:

```
Lex file:
%{
#include <stdio.h>
#include "y.tab.h"
%}
alpha [A-Za-z]
digit [0-9]
%%
[\t\n]
if return IF;
then return THEN;
else return ELSE;
while return WHILE;
for return FOR;
do return DO;
{digit}+ return NUM;
{alpha}({alpha}|{digit})* return ID;
```

```
"<=" return LE;
">=" return GE;
"==" return EQ;
"!=" return NE;
"||" return OR;
"&&" return AND;
. return yytext[0];
%%
YACC file:
%{
#include <stdio.h>
#include <stdlib.h>
int yylex();
void yyerror(char*);
int yywrap();
%}
%token ID NUM IF THEN LE GE EQ NE OR AND ELSE WHILE FOR DO
%right '='
%left AND OR
%left '<' '>' LE GE EQ NE
%left '+''-'
%left '*''/'
%right UMINUS
%left '!'
%%
S: ST {printf("Input accepted\n");exit(0);};
ST: IF'('E2')' ST1
| IF'('E2')' ST1 ELSE ST1
 | WHILE'('E2')''{'ST1';''}'
 | FOR'('E';'E2';'E')''{'ST1';''}'
 | D0'{'ST1';''}'WHILE'('E2')'
ST1: ST
 | E
```

```
E : ID'='E
 | E'+'E
 | E'-'E
 | E'*'E
 | E'/'E
 | E'<'E
 | E'>'E
 | E LE E
 | E GE E
 | E EQ E
 | E NE E
 | E OR E
 | E AND E
 | ID
 | NUM
E2 : E'<'E
| E'>'E
 | E LE E
 | E GE E
 | E EQ E
 | E NE E
 | E OR E
 | E AND E
 | ID
 | NUM
 %%
int main()
return(yyparse());
}
void yyerror(char *s)
fprintf(stderr, "%s\n",s);
}
```

```
int yywrap()
{
  return(1);
}
```

Output:

```
H:\sem_7\Compiler Construction\Practical 7>a.exe
if(i>8) then i=1;;
Input accepted.

H:\sem_7\Compiler Construction\Practical 7>a.exe
if() then i=1;
syntax error

H:\sem_7\Compiler Construction\Practical 7>a.exe
if(i>8) i=1;
syntax error

H:\sem_7\Compiler Construction\Practical 7>a.exe
if(i>8) i=1;
syntax error
```

Command Prompt

```
H:\sem_7\Compiler Construction\Practical 7>a.exe
if(i>9) then i=1; else j=10;
Input accepted.

H:\sem_7\Compiler Construction\Practical 7>a.exe
if(i>9) then i=1 else j=10;
syntax error

H:\sem_7\Compiler Construction\Practical 7>_
```

Select Command Prompt

```
H:\sem_7\Compiler Construction\Practical 7>a.exe
while(a>1){a=a-1;};
Input accepted.

H:\sem_7\Compiler Construction\Practical 7>a.exe
while(){a=a-1;};
syntax error

H:\sem_7\Compiler Construction\Practical 7>a.exe
while(){a=a-1};
syntax error

H:\sem_7\Compiler Construction\Practical 7>a.exe
while(){a=a-1};
```

```
H:\sem_7\Compiler Construction\Practical 7>a.exe
do{a=a-1;}while(a>1);
Input accepted.

H:\sem_7\Compiler Construction\Practical 7>a.exe
do{a=a-1;}while();
syntax error

H:\sem_7\Compiler Construction\Practical 7>a.exe
do{a=a-1}while(a>1);
syntax error
```

```
H:\sem_7\Compiler Construction\Practical 7>a.exe
for( i=1; i<3 ; i=i+1 ) {j=j+10;};
Input accepted.

H:\sem_7\Compiler Construction\Practical 7>a.exe
for( i=1; i<3 ; ) {j=j+10;};
syntax error

H:\sem_7\Compiler Construction\Practical 7>a.exe
for( i=1; i<3 i=i+1 ) {j=j+10;};
syntax error

H:\sem_7\Compiler Construction\Practical 7>a.exe
for( i=1; ; i=i+1 ) {j=j+10;};
syntax error

H:\sem_7\Compiler Construction\Practical 7>a.exe
for( i=1; ; i=i+1 ) {j=j+10;};
```