Assignment on Yacc - 5

```
1. Write a YACC program to implement following arithmetic opera
tions
Addition, Subtraction, Multiplication, and Division. Also print
 whether a
arithmetic expression is valid or not.
LEX File : main.l
%{
#include<stdio.h>
#include "y.tab.h"
extern int yylval;
%}
%%
[0-9]+ {
yylval=atoi(yytext);
return NUMBER;
[\t];
[\n] return 0;
. return yytext[0];
%%
int yywrap(){
return 1;
```

```
YACC File : main.y
%{
#include<stdio.h>
int flag=0;
%}
%token NUMBER
%left '+' '-'
%left '*' '/' '%'
%left '(' ')'
%%
ArithmeticExpression: E{
printf("\nOutput = %d\n", $$);
return 0;
};
E:E'+'E {$$=$1+$3;}
|E'-'E {$$=$1-$3;}
|E'*'E {$$=$1*$3;}
|E'/'E {$$=$1/$3;}
|E'%'E {$$=$1%$3;}
|'('E')' {$$=$2;}
| NUMBER {$$=$1;}
%%
void main()
printf("\nEnter Arithmetic Expression :\n");
yyparse();
void yyerror()
printf("\nInvalid Arithmetic Expression \n");
```

```
flag=1;
  F:\Compiler Design\Lab\LakhanKumawat\Assignment>"f:\Compiler Design\Lab\LakhanKumawat\Assignment\a.exe"
  Enter Arithmetic Expression :
  2+5
  Output =7
  F:\Compiler Design\Lab\LakhanKumawat\Assignment>"f:\Compiler Design\Lab\LakhanKumawat\Assignment\a.exe"
  Enter Arithmetic Expression :
  7-5
  Output =2
  F:\Compiler Design\Lab\LakhanKumawat\Assignment>
2. Write a YACC program to recognize string over alphabet {a,b}
havingequal no. of 'a'and equal no of 'b' and length of string
is greater than equal to
zero.
LEX File : main.l
%{
#include<stdio.h>
#include "y.tab.h"
int yylval;
%}
%%
[aA] {return A;}
[bB] {return B;}
[\n] {return NL;}
[.] {return yytext[0];}
%%
```

```
int yywrap()
return 1;
YACC File : main.y
%{
#include<stdio.h>
#include<stdlib.h>
void yyerror(char *msg){
printf("String is Invalid\n");
exit(0);
%}
%token A B NL
%%
stmt: S NL { printf("String is Valid\n");
exit(0); }
S: A S B |
%%
void main()
printf("Enter the string\n");
yyparse();
```

```
F:\Compiler Design\Lab\LakhanKumawat\Assignment>"f:\Compiler Design\Lab\LakhanKumawat\Assignment\a.exe"
 Enter the string
 aaaabbb
 invalid string
 F:\Compiler Design\Lab\LakhanKumawat\Assignment>"f:\Compiler Design\Lab\LakhanKumawat\Assignment\a.exe"
 Enter the string
 aabb
 valid string
 F:\Compiler Design\Lab\LakhanKumawat\Assignment>
3. Write and YACC program which accept string that starts and e
nd with 0 or 1.
LEX file : main.l
%{
#include<stdio.h>
#include "y.tab.h"
int yylval;
%}
%%
[0] {
yylval=0;
return ZERO;}
[1] {
vylval=1;
return ONE;
[\t] {;}
[\n] return 0;
[.] return yytext[0];
%%
int yywrap()
```

```
return 1;
YACC file : main.y
%{
#include<stdio.h>
#include <stdlib.h>
void yyerror(char *str)
printf("\nSequence Not Matching \n");
exit(1);
%}
%token ZERO ONE
r : s {printf("\nSequence Matching\n");}
| ZERO a
ONE b
a:na
ZERO
ONE
n: ZERO
ONE
%%
int main()
printf("\nEnter your Sequence : ");
yyparse();
```

```
printf("\n");
return 0;
 F:\Compiler Design\Lab\LakhanKumawat\Assignment>"f:\Compiler Design\Lab\LakhanKumawat\Assignment\a.exe"
 Enter your Sequence : 0101010
 Sequence Matching
 F:\Compiler Design\Lab\LakhanKumawat\Assignment>"f:\Compiler Design\Lab\LakhanKumawat\Assignment\a.exe"
 Enter your Sequence : 1010
 Sequence Not Matching
4. Write an YACC program to convert base 2 digit to base 10
Digit.
Lex file : main.l
%{
#include<stdio.h>
#include<stdlib.h>
#include"y.tab.h"
extern int yylval;
%}
%%
0 {yylval=0;return ZERO;}
1 {yylval=1;return ONE;}
[\t]{;}
\n return 0;
. return yytext[0];
%%
```

```
int yywrap()
return 1;
YACC File : main.y
%{
#include<stdio.h>
#include<stdlib.h>
void yyerror(char *s);
%}
%token ZERO ONE
%%
N: L {printf("\n%d", $$);}
L: L B {$$=$1*2+$2;}
| B {$$=$1;}
B:ZERO {$$=$1;}
|ONE {$$=$1;};
%%
int main()
printf("Enter the binary String :\n");
while(yyparse());
yyerror(char *s)
fprintf(stdout, "\n%s", s);
```

```
F:\Compiler Design\Lab\LakhanKumawat\Assignment>"f:\Compiler Design\Lab\LakhanKumawat\Assignment\a.exe"
Enter the binary String:
1010

10
F:\Compiler Design\Lab\LakhanKumawat\Assignment>"f:\Compiler Design\Lab\LakhanKumawat\Assignment\a.exe"
Enter the binary String:
110

6
F:\Compiler Design\Lab\LakhanKumawat\Assignment>
```

End Of Assignment