PROGRAM-9

AIM: Write a C Program for implementation of LR Parsing algorithm to accept a given input string.

```
#include<stdio.h>
#include<stdlib.h>
#include<string.h>
//Global Variables
int z = 0, i = 0, j = 0, c = 0;
// Modify array size to increase
// length of string to be parsed
char a[16], ac[20], stk[15], act[10];
// This Function will check whether
// the stack contain a production rule
// which is to be Reduce.
// Rules can be E->2E2, E->3E3, E->4
void check()
{
  // Copying string to be printed as action
  strcpy(ac, "REDUCE TO E -> ");
  // c=length of input string
  for(z = 0; z < c; z++)
     //checking for producing rule E->4
     if(stk[z] == '4')
       printf("%s4", ac);
       stk[z] = 'E';
       stk[z + 1] = '\0';
       //printing action
       printf("\n$%s\t%s$\t", stk, a);
  for(z = 0; z < c - 2; z++)
     //checking for another production
     if(stk[z] == '2' \&\& stk[z + 1] == 'E' \&\&
                    stk[z + 2] == '2')
       printf("%s2E2", ac);
       stk[z] = 'E';
       stk[z + 1] = '0';
       stk[z + 2] = '0';
       printf("\n$%s\t%s$\t", stk, a);
       i = i - 2;
```

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```
}
  for(z=0; z<c-2; z++)
     //checking for E->3E3
     if(stk[z] == '3' \&\& stk[z + 1] == 'E' \&\&
                     stk[z + 2] == '3')
        printf("%s3E3", ac);
       stk[z]='E';
        stk[z + 1]='\0';
        stk[z + 1] = '0';
        printf("\n$%s\t%s$\t", stk, a);
       i = i - 2;
     }
  return; //return to main
//Driver Function
int main()
  printf("GRAMMAR is -\ln E - 2E2 \ln E - 3E3 \ln E - 4\ln");
  // a is input string
  strcpy(a,"32423");
  // strlen(a) will return the length of a to c
  c=strlen(a);
  // "SHIFT" is copied to act to be printed
  strcpy(act,"SHIFT");
  // This will print Labels (column name)
  printf("\nstack \t input \t action");
  // This will print the initial
  // values of stack and input
  printf("\n$\t%s$\t", a);
  // This will Run upto length of input string
  for(i = 0; j < c; i++, j++)
     // Printing action
     printf("%s", act);
     // Pushing into stack
     stk[i] = a[j];
```

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```
stk[i + 1] = '\0';
    // Moving the pointer
    a[j]=' ';
    // Printing action
    printf("\n$%s\t%s$\t", stk, a);
    // Call check function ..which will
    // check the stack whether its contain
    // any production or not
    check();
  // Rechecking last time if contain
  // any valid production then it will
  // replace otherwise invalid
  check();
  // if top of the stack is E(starting symbol)
  // then it will accept the input
  if(stk[0] == 'E' && stk[1] == '\0')
    printf("Accept\n");
  else //else reject
    printf("Reject\n");
Output
GRAMMAR is -
E->2E2
E->3E3
E->4
stack
        input
                 action
  32423$ SHIFT
$3
     2423$ SHIFT
$32
       423$ SHIFT
$324
         23$ REDUCE TO E -> 4
$32E
         23$ SHIFT
           3$ REDUCE TO E -> 2E2
$32E2
        3$ SHIFT
$3E
$3E3
          $ REDUCE TO E -> 3E3
$E
        $ Accept
```

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