MANICK VISHAL C (220701158)

EXP NO: 04 **DATE:**

DESIGN AND IMPLEMENT A DESK CALCULATOR USING THE LEX TOOL

Problem Statement

Recognizes whether a given arithmetic expression is valid, using the operators +, -, *, and /. The program should ensure that the expression follows basic arithmetic syntax rules (e.g., proper placement of operators, operands, and parentheses).

AIM:

To design and implement a Desk Calculator using the LEX tool**,** which validates arithmetic expressions containing **+**, **-**, ***, /, numbers, and parentheses. The program ensures that the expression follows correct arithmetic syntax rules.

ALGORITHM:

- **Start**
- Define token patterns in **LEX** for:
  - **Numbers** (integer and floating-point)
  - **Operators** (+, -, *, /)
  - **Parentheses** ((,))
  - **Whitespace (to ignore spaces and tabs)**
- Read an arithmetic expression as input.
- Use **LEX rules** to identify and validate tokens.
- If an **invalid token** is encountered, print an error message.
- If the expression is valid, print "Valid arithmetic expression."
- **End**

PROGRAM

:

```
%{
#include <stdio.h>
#include <stdlib.h>
%}
```

```
%%
[0-9]+    { printf("NUMBER: %s\n", yytext); }
[+\-*/]   { printf("OPERATOR: %s\n", yytext); }
[\n]      { printf("NEWLINE\n"); }
[ \t]     { /* Ignore whitespace */ }
.         { printf("INVALID CHARACTER: %s\n", yytext); }
%%
int main() {
   printf("Enter an expression: ");
   yylex();
   return 0;
}
int yywrap() {
   return 1;
}
```

OUTPUT :

lex calculator.l
cc lex.yy.c -o
calculator
./a.out

```
3 + 5 * (2 - 8)
Number: 3
Operator: +
Number: 5
Operator: *
Left Parenthesis: (
Number: 2
Operator: -
Number: 8
Right Parenthesis: )
Valid arithmetic expression.
```

RESULT:

Thus the above program reads an arithmetic expression, tokenizes it using LEX rules, and validates the syntax by recognizing numbers, operators (+, -, *, /), and parentheses. If the expression is valid, it prints "Valid arithmetic expression." Otherwise, it detects and reports invalid tokens