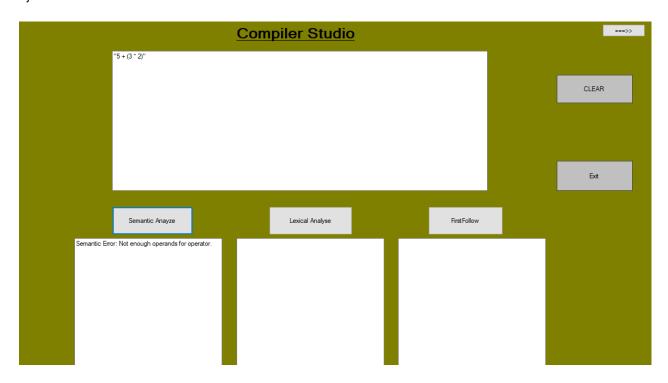
Q3: Function Code + output Screenshot

I. Semantic Aanalyz

```
private void btnS_Click(object sender, EventArgs e)
  try
    string input = tbINP.Text;
    string semanticResult = PerformSemanticAnalysis(input);
    tbS.Text = semanticResult;
  catch (Exception ex)
    Console.WriteLine($"Exception: {ex.Message}");
private string PerformSemanticAnalysis(string input)
  Stack<string> stack = new Stack<string>();
  string[] tokens = input.Split(new[] { ' ', '\t', '\n', '\r' }, StringSplitOptions.RemoveEmptyEntries);
  foreach (string token in tokens)
    if (IsOperator(token))
      if (stack.Count < 2)
         return "Semantic Error: Not enough operands for operator.";
      }
      stack.Pop(); // Pop operand2
      stack.Pop(); // Pop operand1
      stack.Push("Result"); // Push the result back for simplicity
    }
    else
      stack.Push(token);
  }
  if (stack.Count != 1)
    return "Semantic Error: Unbalanced expression.";
```

```
return "Semantic Analysis Result: Expression is semantically valid.";
}

private static bool IsOperator(string token)
{
    // For simplicity, consider only basic arithmetic operators
    char[] operators = { '+', '-', '*', '/' };
    return token.Length == 1 && operators.Contains(token[0]);
}
```



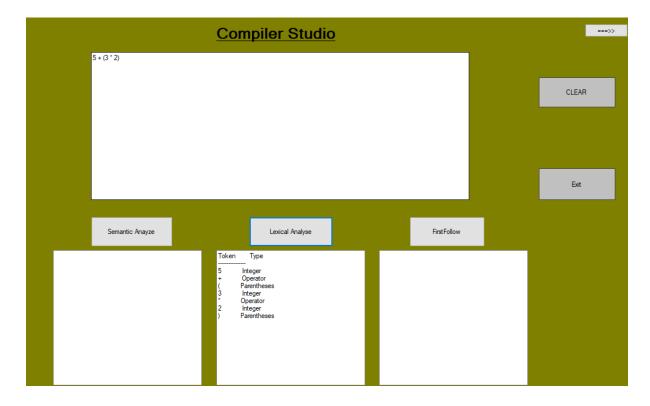
II. Lexical Analyze

```
if (int.TryParse(word, out int intValue))
    return new Token(word, "Integer");
  else if (word.Length >= 2 && word[0] == "" && word[word.Length - 1] == "")
    return new Token(word, "String");
  else if (word.All(char.IsLetter))
    return new Token(word, IsKeyword(word) ? "Keyword" : "Identifier");
  else if (word.Length == 1 && IsOperator(word[0]))
    return new Token(word, "Operator");
  else if (IsParentheses(word))
    return new Token(word, "Parentheses");
  }
  else
    return new Token(word, "Unknown");
}
private static void DisplayTokens(List<Token> tokens, System.Windows.Forms.TextBox tb)
  if (tb.InvokeRequired)
    Debug.WriteLine("DisplayTokens - Invoking on UI thread");
    tb.Invoke(new Action(() => DisplayTokens(tokens, tb)));
  }
  else
    Debug.WriteLine("DisplayTokens - Executing on UI thread");
    // Display tokens on the UI thread
    foreach (Token token in tokens)
      tb.AppendText($"\token.Value\\t\t\token.Type\\n");
    }
  }
}
private static bool IsKeyword(string word)
  string[] keywords = { "if", "else", "while", "int", "string", "return" };
```

```
return keywords.Contains(word);
}

private static bool IsParentheses(string word)
{
  return word == "(" || word == ")";
}

private static bool IsOperator(char c)
{
  char[] operators = { '+', '-', '*', '/' };
  return operators.Contains(c);
}
```



III. First&Follow

```
private void btnFF_Click(object sender, EventArgs e)
{
    // Reset previous results
    tbFF.Text = "";
    firstSet.Clear();
    followSet.Clear();

// Parse user input to extract productions
```

```
string[] lines = tbINP.Text.Split(new[] { '\n', '\r' }, StringSplitOptions.RemoveEmptyEntries);
  foreach (string line in lines)
    string[] parts = line.Split(new[] { "->" }, StringSplitOptions.RemoveEmptyEntries);
    if (parts.Length == 2)
      string nonTerminal = parts[0].Trim();
      string[] symbols = parts[1].Split('|').Select(s => s.Trim()).ToArray();
      if (!productions.ContainsKey(nonTerminal))
         productions[nonTerminal] = new List<string>();
      productions[nonTerminal].AddRange(symbols);
    }
  }
  // Compute First and Follow sets
  foreach (string nonTerminal in productions.Keys)
    ComputeFirstSet(nonTerminal);
  foreach (string nonTerminal in productions.Keys)
    ComputeFollowSet(nonTerminal);
  }
  // Display results
  tbFF.AppendText("First Set:\n");
  foreach (var entry in firstSet)
    tbFF.AppendText($"{entry.Key}: {string.Join(", ", entry.Value)}\n");
  tbFF.AppendText("\nFollow Set:\n");
  foreach (var entry in followSet)
    tbFF.AppendText($"{entry.Key}: {string.Join(", ", entry.Value)}\n");
  }
private HashSet<string> ComputeFirstSet(string nonTerminal)
  if (firstSet.ContainsKey(nonTerminal))
    return firstSet[nonTerminal];
```

```
HashSet<string> first = new HashSet<string>();
  foreach (string production in productions[nonTerminal])
    string[] symbols = production.Split(' ');
    int i = 0;
    while (i < symbols.Length)</pre>
      string symbol = symbols[i];
      if (!productions.ContainsKey(symbol) || symbol == "ε")
         // Terminal or ε
         first.Add(symbol);
         break;
      }
      else
         // Non-terminal
         HashSet<string> subFirst = ComputeFirstSet(symbol);
         first.UnionWith(subFirst);
         if (!subFirst.Contains("ε"))
           break;
      }
      i++;
    }
  }
  firstSet[nonTerminal] = first;
  return first;
private HashSet<string> ComputeFollowSet(string nonTerminal)
  if (followSet.ContainsKey(nonTerminal))
    return followSet[nonTerminal];
  }
  HashSet<string> follow = new HashSet<string>();
  if (nonTerminal == productions.Keys.First())
```

}

```
follow.Add("$");
}
foreach (var entry in productions)
  string leftSide = entry.Key;
  foreach (string production in entry. Value)
     string[] symbols = production.Split(' ');
     for (int i = 0; i < symbols.Length; i++)
     {
       if (symbols[i] == nonTerminal)
         // A \rightarrow \alpha B \beta
         if (i < symbols.Length - 1)
            // \beta is not empty
            HashSet<string> firstOfBeta = ComputeFirstSet(symbols[i + 1]);
            if (firstOfBeta.Contains("ε"))
              // Follow(A) += Follow(B)
              firstOfBeta.ExceptWith(new string[] { "ε" });
              follow.UnionWith(firstOfBeta);
              follow.UnionWith(ComputeFollowSet(leftSide));
            }
            else
              // Follow(A) += First(\beta)
              follow.UnionWith(firstOfBeta);
           }
         }
         else
           //A \rightarrow \alpha B
            // Follow(A) += Follow(B)
            follow.UnionWith(ComputeFollowSet(leftSide));
         }
       }
     }
  }
}
followSet[nonTerminal] = follow;
return follow;
```

}

