**Principles of Programming Language**

**Section: \_BSCS 3-3\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_ PL Name: \_\_\_Astra\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_\_**

**Members:**

* Rosario, Mark Edison
* Constantino, Bismillah
* Cube, Jeremy
* Jizmundo, Piolo Brian
* Tacata, Jericho Vince

**Lexical Analyzer:**

|  |  |  |
| --- | --- | --- |
| Criteria: | Existing? | Point |
| 1. Input: Filetype must be unique to its programming language only. Other filetype must not be read by the lexical analyzer |  |  |
| 2. Identifier |  |  |
| 3. Key Word |  |  |
| 4. Reserve Word |  |  |
| 5. Constant Values ( at least 4 types must be recognized) : /4 |  |  |
| 6. Noise Word |  |  |
| 7. Comments must be recognized |  |  |
| 8. Operators:   1. Arithmetic /7 2. Boolean /9 |  |  |
| 9. Delimiters and Brackets must be recognized |  |  |
| 10. Invalid: The lexical analyzer must have invalid/not recognized as token if the lexeme does not meet any rules. |  |  |
| 11. An output text file will be generated by the lexical analyzer called, Symbol Table |  |  |
| Total: |  |  |
| Percentage: (Total/11\*100, rounded) |  |  |