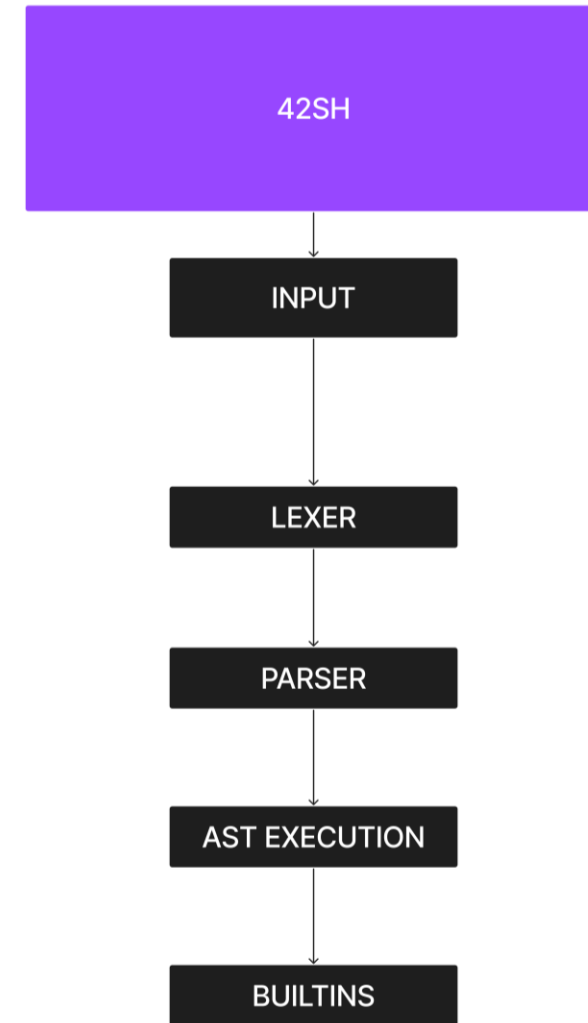




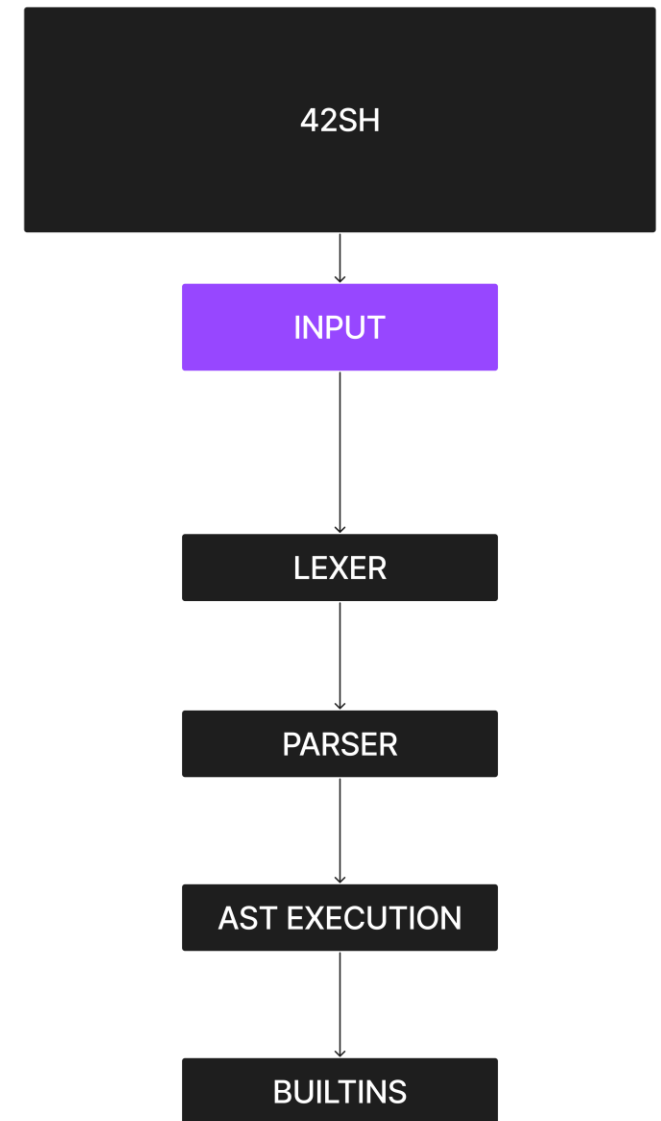
4:SH

- Sommaire:
  - Input
  - Lexer
  - Parser
  - Exécution AST
  - Builtins



# INPUT

- Definition: Premier élément de compréhension de la saisie sous plusieurs formes



# INPUT

```
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on ↻ master [↑?]
◆ → ./src/42sh -c "echo Hello World" --pretty-print
Tokens:
Type: 17, Value: echo
Type: 17, Value: Hello
Type: 17, Value: World
Type: 37, Value: EOF

0: shell
0: echo Hello World

Hello World
```

INPUT

```
vim script.sh
```

```
1 echo Hello World
```

```
2
```

```
3
```

```
~
```

```
~
```

```
~
```

```
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on ↗ master [↑?]
```

```
◆ → ./src/42sh script.sh --pretty-print
```

```
Tokens:
```

```
Type: 17, Value: echo
```

```
Type: 17, Value: Hello
```

```
Type: 17, Value: World
```

```
Type: 37, Value: EOF
```

```
0: shell
```

```
0: echo Hello World
```

```
Hello World
```

INPUT

```
vim script.sh
```

```
1 echo Hello World
```

```
2
```

```
3
```

```
~
```

```
~
```

```
~
```

```
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on master [↑?]
```

```
♦ → ./src/42sh < script.sh --pretty-print
```

```
Tokens:
```

```
Type: 17, Value: echo
```

```
Type: 17, Value: Hello
```

```
Type: 17, Value: World
```

```
Type: 15, Value:
```

```
Type: 37, Value: EOF
```

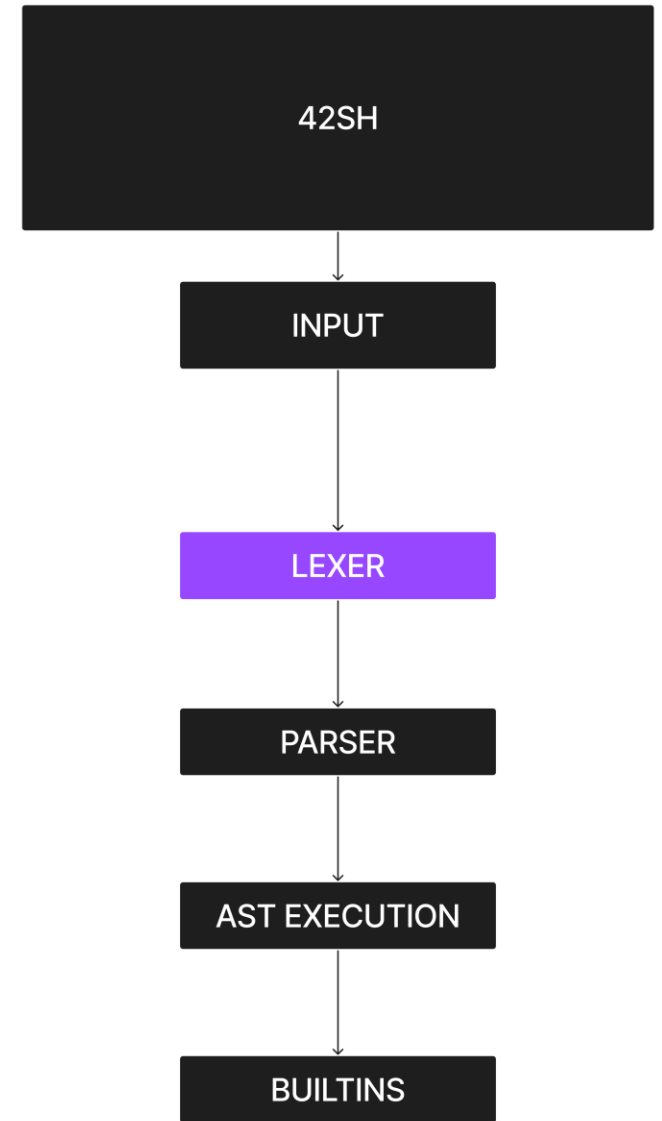
```
0: shell
```

```
0: echo Hello World
```

```
Hello World
```

# Lexer

- **Definition:** Un lexer, ou analyseur lexical, a pour but de diviser le texte d'entrée en une séquence de tokens, qui sont les éléments constitutifs du langage analysé.



[illegible]

- ### Example :

**Hello -> TOKEN\_WORD**  
**"Hello"**

```
struct token
{
    enum TokenType type;
    char *value;
};

struct tokenVect
{
    struct token **data;
    size_t len;
    size_t pos;
    size_t capacity;
};
```



# Lexer

- Garder le contexte en memoire.
- Analyser le mot une fois fini.

```
struct lexing_param
{
    struct tokenVect *tokens;
    char *word;
    size_t size_word;
    size_t word_capacity;
    bool in_quote;
    bool in_dquote;
    bool was_quoted;
    bool was_dquoted;
    bool in_comment;
    bool in_backslash;
    bool was_backslash;
    bool is_assignment_word;
};
```

# Les fonctionnalités

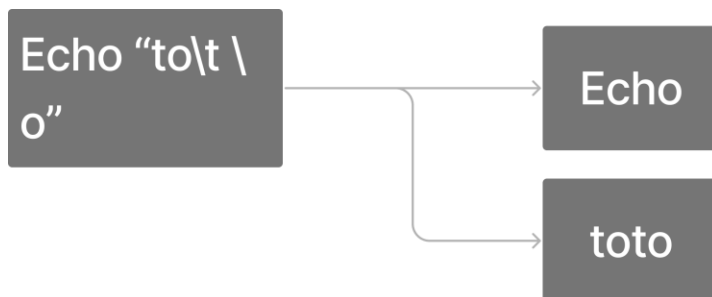
Simple guillemets: Garde le texte brut.



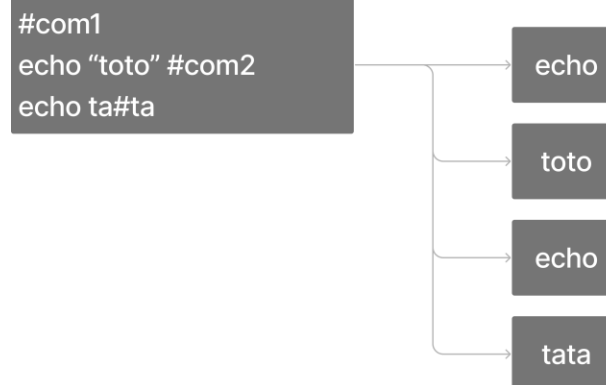
Double guillemets: Étends les backquotes, \$ et \



Slash inverse: Garde la valeur brute de la lettre derrière ou colle deux parties.



Commentaire: Les commentaires ne doivent pas être pris en compte, donc pas de token pour eux.

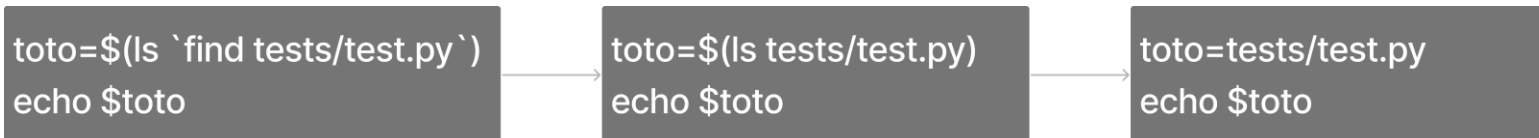
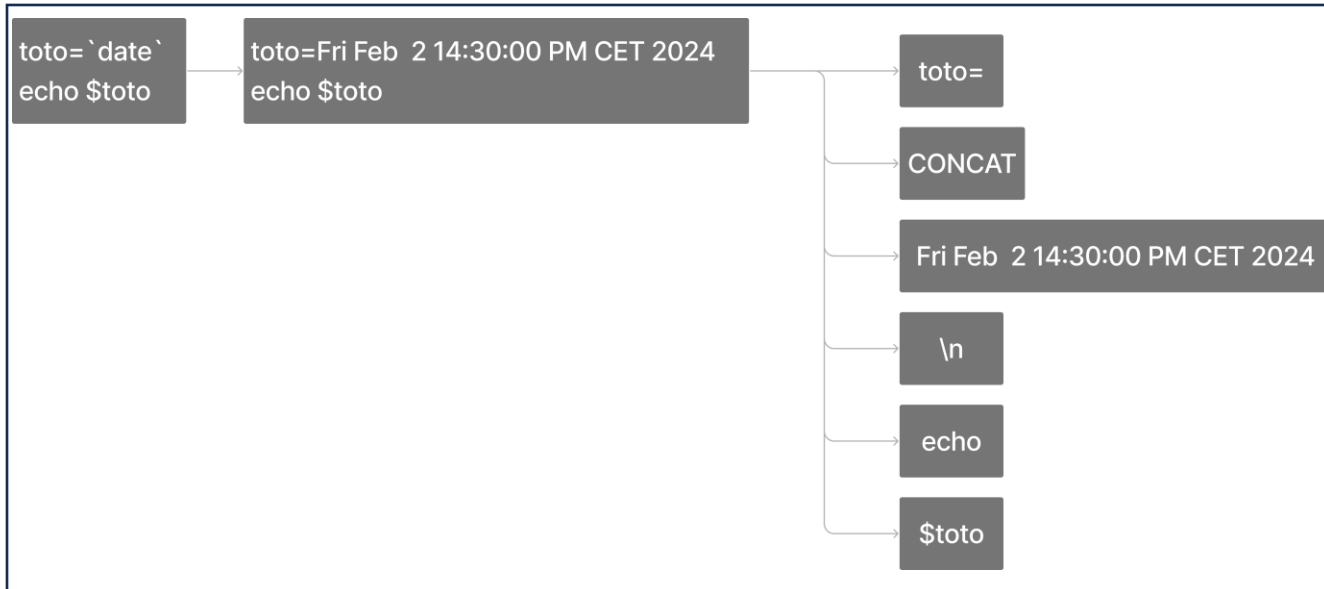


Test

```
./src/42sh script.sh  
toto  
ta#ta
```

# Les substitutions de commandes

Caractère à reconnaître: `` et \$()



```
./src/42sh script.sh --pretty-print
```

Tokens:

Type: 19, Value: toto=

Type: 32, Value: CONCAT

Type: 19, Value: tests/test.py

Type: 15, Value:

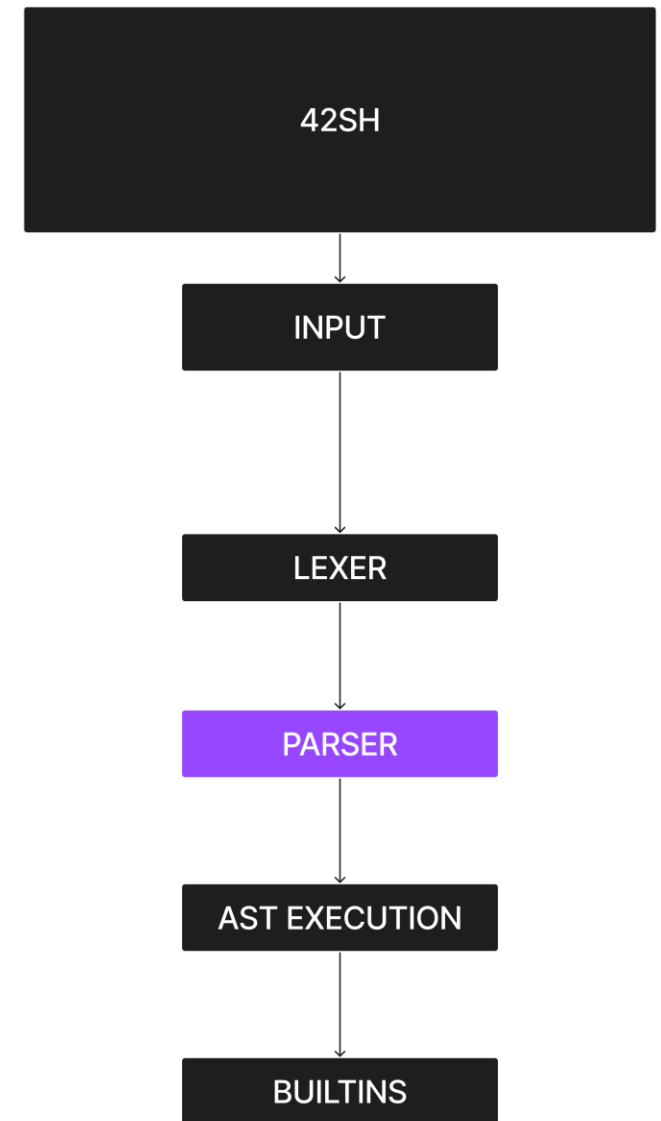
Type: 17, Value: echo

Type: 18, Value: \$toto

Type: 37, Value: EOF

# Parser

- Définition: Parcourir le contenu d'un texte ou d'un fichier en l'analysant pour vérifier sa syntaxe ou en extraire des éléments



# Une grammaire récursive

---

- Cette grammaire permet de reconnaître les fonctions:

$$f(x, g(y))$$

$$\begin{array}{lcl} S & \rightarrow & FA \\ & | & V \\ F & \rightarrow & f \\ & | & g \\ A & \rightarrow & (S) \\ & | & (S, S) \\ V & \rightarrow & x \\ & | & y \end{array}$$

## Concrètement dans 42sh

- Le parseur permet de vérifier si l'entrée de l'utilisateur respecte les règles de grammaire d'un interpréteur de commandes:

```
simple_command = WORD { element } ;  
element = WORD ;
```

```
> ./src/42sh -c "echo toto";  
Lecture d'une commande simple.  
Lecture d'un mot.  
Lecture d'un element.  
  
toto
```

```
pipeline = command { '|' {'\n'} command } ;
```

```
> ./src/42sh -c "echo toto | cat -e"  
Lecture d'une commande simple.  
Lecture d'un mot.  
Lecture d'un element.  
Lecture d'un pipe.  
Lecture d'une commande simple.  
Lecture d'un mot.  
Lecture d'un element.  
  
toto$
```

# Un plus grand aperçu

```
input =
    list '\n'
    | list EOF
    | '\n'
    | EOF
    ;

list = and_or { ( ';' | '&' ) and_or } [ ';' | '&' ] ;

and_or = pipeline { ( '&&' | '||' ) {'\n'} pipeline } ;

pipeline = ['!'] command { '|' {'\n'} command } ;

command =
    simple_command
    | shell_command { redirection }
    | funcdec { redirection }
    ;

simple_command =
    prefix { prefix }
    | { prefix } WORD { element }
    ;

shell_command =
    '{' compound_list '}'
    | '(' compound_list ')'
    | rule_for
    | rule_while
    | rule_until
    | rule_case
    | rule_if
    ;

funcdec = WORD '(' ')' {'\n'} shell_command ;
```

# Mais pas de panique

La grammaire se construit étape par étape, en complexifiant chaque règle au fur et à mesure.

```
list = and_or ;  
and_or = pipeline ;  
pipeline = command ;  
command = simple_command ;
```

```
list = and_or { ';' and_or } [ ';' ] ;  
and_or = pipeline ;  
pipeline = command ;  
command = simple_command ;
```

```
pipeline = command { '|' {'\n'} command } ;
```

```
pipeline = ['!'] command { '|' {'\n'} command } ;
```



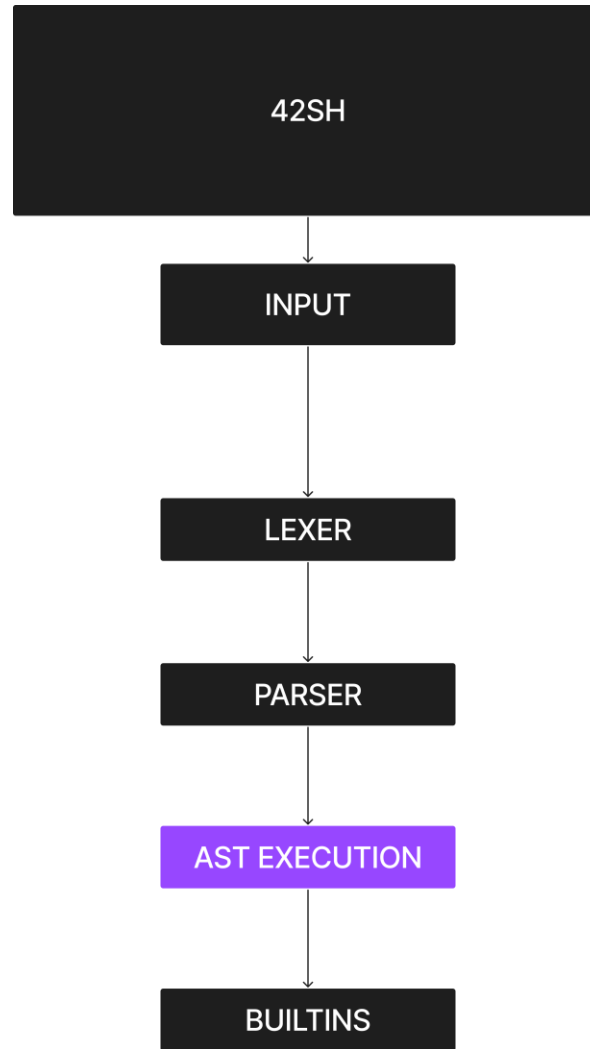
# Construction d'un arbre

- À chaque étape de la récursion, on crée un arbre syntaxique.

```
> ./src/42sh -c "echo toto"
Arbre de départ.
  0: shell
Ajout du noeud commande
  0: shell
    0: echo
Ajout des arguments de la commande
  0: shell
    0: echo toto
Arbre d'arrivée.
  0: shell
    0: echo toto
toto
```

```
> ./src/42sh -c "if true; then echo toto; else echo tata; fi"
  0: shell
    1: if
      0: shell
        0: true
      0: shell
        0: echo toto
      0: shell
        0: echo tata
toto
```

# Exécution AST



## Définition:

**AST:** Un Abstract Syntax Tree est une représentation arborescente simplifiée de la structure syntaxique d'un programme informatique.

**Exécution AST:** Parcours récursif de l'arbre en exécutant les fonctions associées à chacun de ses nœuds

# Exécution AST

- AST
  - Structure des noeuds:
    - Commande/Fonction du noeud
    - Type du noeud
    - Enfants du noeud
    - Nombre d'enfants

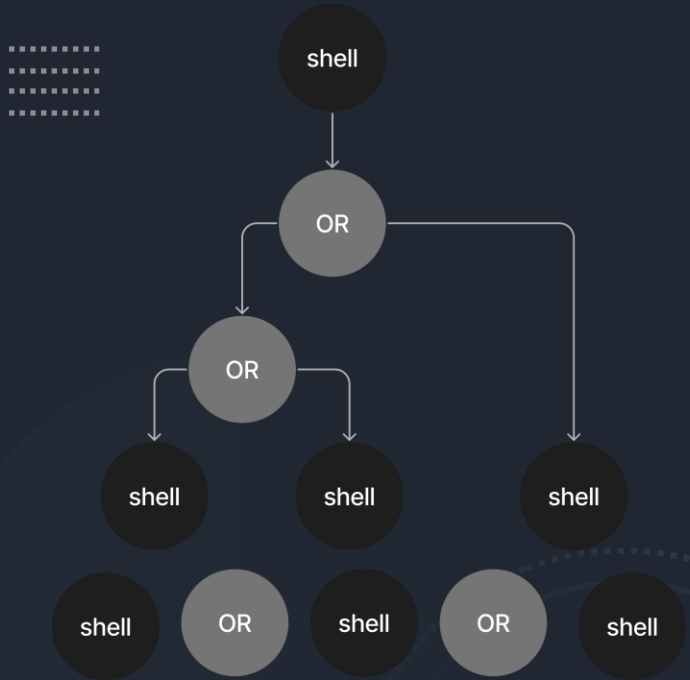


```
struct Command
{
    char *name;
    char *backup;
    struct Command *next;
    enum CommandType type;
};
```

```
enum CommandType
{
    CMD_WORD,
    CMD_VAR,
    CMD_CONCAT,
    CMD_FREE
};
```

```
14 enum ast_type
15 {
16     AST_CMD,
17     AST_IF,
18     AST_LIST,
19     AST_PIPE,
20     AST_REDIR,
21     AST_NEG,
22     AST_OR,
23     AST_FOR,
24     AST_AND,
25     AST_WHILE,
26     AST_UNTIL,
27     AST_VAR,
28     AST_SUB,
29     AST_EXP,
30     AST_EXIT,
31     AST_UNSET,
32     AST_DOT,
33     AST_FONCTION,
34     AST_CASE,
35     PARAM,
36     PARAM_VAR,
37     PARAM_CONCAT
38 };
```

```
40 struct ast
41 {
42     enum ast_type type; // type of the node
43     size_t nb_children; // size of children
44     struct ast **children; // array of children
45     struct Command *command; // data contained in the node
46 };
```



```

48 struct ast *create_node(enum ast_type type, char *data);
49 struct ast *addNode(struct ast *parent, enum ast_type type, char *cmd);
50 struct ast *addRootNode(struct ast *oldRoot, enum ast_type type, char *cmd);
51 void free_command(struct Command *cmd);
52 void free_ast_node(struct ast *node);
53 void free_ast(struct ast *root);
54 struct ast *child_to_root(struct ast *root, struct ast *child);
55 struct ast *add_parent(struct ast *parent, enum ast_type type, char *cmd);
56 void add_child(struct ast *parent, struct ast *child);
57 void delete_child(struct ast *parent, size_t index);
58
  
```



# Exécution AST

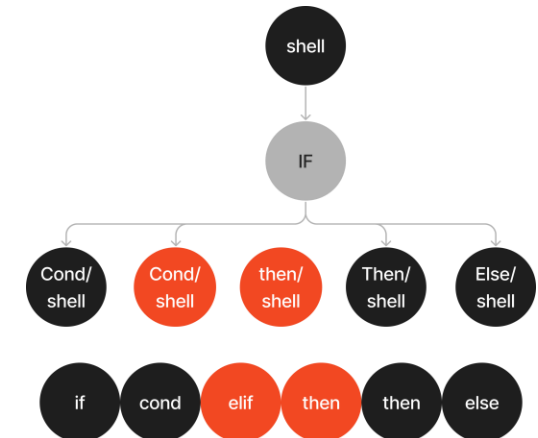
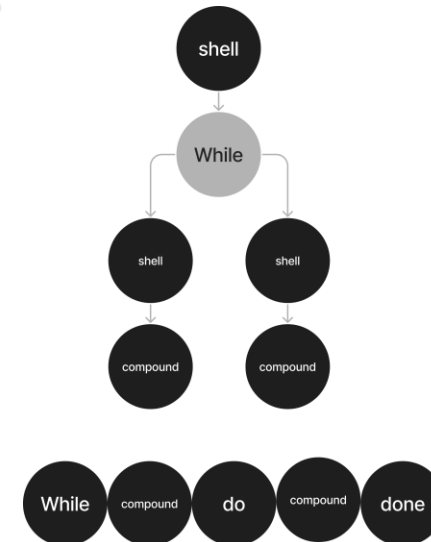
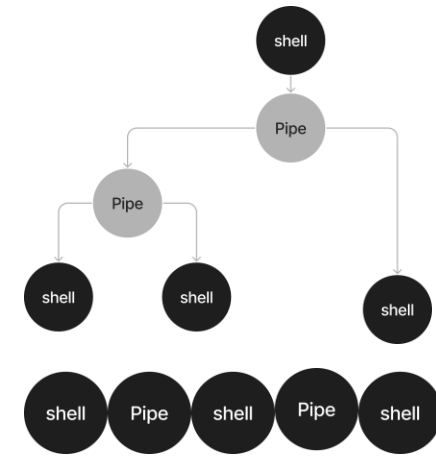
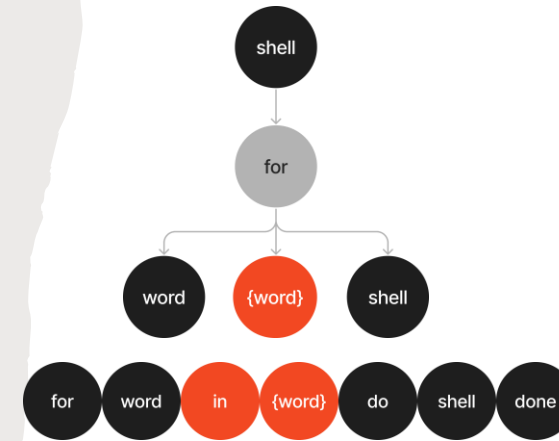
- Fonctions pour créer l'arbre:
  - Création
  - Ajouts (Différentes façons)
  - Suppression

# Exécution AST

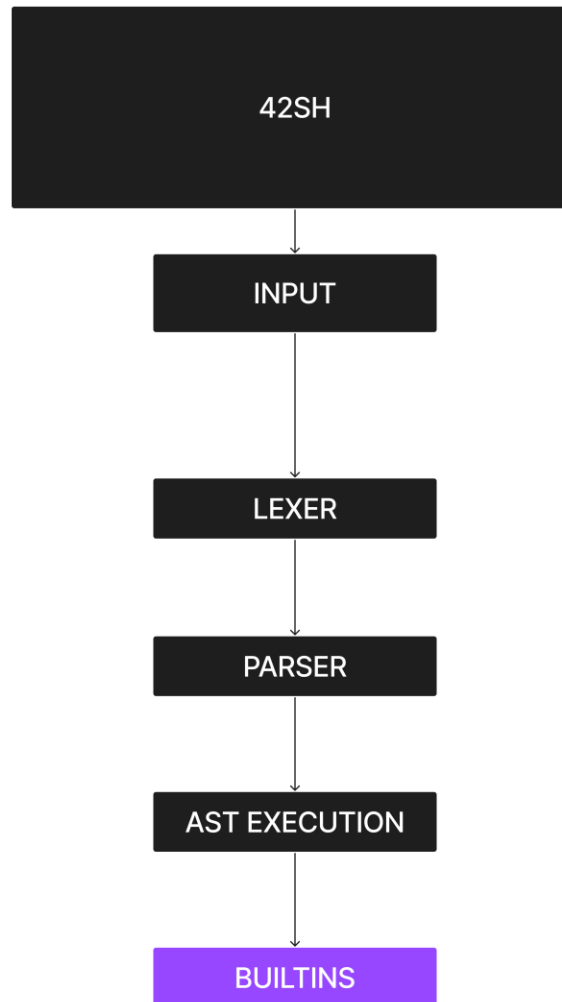
- Déroulement de l'exécution
  - Logique d'exécution (figma)
  - Implémentation
  - Tests

```
void print_ast(struct ast *node, int depth);
int eval_if(struct ast *node);
int eval_shell(struct ast *node);
int eval_zombie(struct Command *cmd);
int evaluate_node(struct ast *node);
int evaluate_node2(struct ast *node, struct Command *cmd, int return_value);
int evaluate_ast(struct ast *root);
```

```
if (node->type == AST_VAR)
    return_value = var_builtin(cmd);
else if (strcmp(cmd->name, "continue") == 0)
    return_value = continue_builtin(node);
else if (strcmp(cmd->name, "break") == 0)
    return_value = break_builtin(node);
else if (node->type == AST_PIPE)
    return_value = pipe_builtin(node->children[0], node->children[1]);
else if (node->type == AST_REDIR)
    return_value = redir_builtin(node);
```



# BUILTINS



**Définition:** Dernière étape avant la sortie standard. Permet l'exécution des commandes de l'AST




# BUILTINS: echo

```
kahel in epita-ing-assistants-acu-42sh-2026-paris-65  
→ ./src/42sh -c "echo Hello World"  
Hello World
```

```
kahel in epita-ing-assistants-acu-42sh-2026-paris-65  
→ ./src/42sh -c "echo -n Hello World"  
Hello World%
```

```
kahel in epita-ing-assistants-acu-42sh-2026-paris-65  
→ ./src/42sh -c "echo -E Hello\\\nWorld"  
Hello\nWorld  
kahel in epita-ing-assistants-acu-42sh-2026-paris-65  
→ ./src/42sh -c "echo -e Hello\\\nWorld"  
Hello  
World
```

```
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on ↵ maste  
→ ./src/42sh -c "echo -n -EE -Ene Hello\\\nWorld"  
Hello  
World  
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on ↵ maste  
→ ./src/42sh -c "echo -n -EbE -Ene Hello\\\nWorld"  
-EbE -Ene Hello\nWorld%
```



BUILTINS:  
true, false  
and exit

```
kahel in epita-ing-assistants-acu-42sh-2026-paris-65
→ ./src/42sh -c "true"
kahel in epita-ing-assistants-acu-42sh-2026-paris-65
→ echo $?
0
kahel in epita-ing-assistants-acu-42sh-2026-paris-65
→ ./src/42sh -c "false"
kahel in epita-ing-assistants-acu-42sh-2026-paris-65
→ echo $?
1
kahel in epita-ing-assistants-acu-42sh-2026-paris-65
→ ./src/42sh -c "exit"
kahel in epita-ing-assistants-acu-42sh-2026-paris-65
→ echo $?
0
kahel in epita-ing-assistants-acu-42sh-2026-paris-65
→ ./src/42sh -c "exit 42"
kahel in epita-ing-assistants-acu-42sh-2026-paris-65
→ echo $?
42
```





# BUILTINS:

## cd

```
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on 🐣 master [??]
→ ./src/42sh -c "echo \${PWD}; cd; echo \${PWD}"
/home/kahel/epita/prog/42sh/epita-ing-assistants-acu-42sh-2026-paris-65
/home/kahel
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on 🐣 master [??]
→ ./src/42sh -c "echo \${PWD}; cd ..; echo \${PWD}; cd -; echo \${PWD}"
/home/kahel/epita/prog/42sh/epita-ing-assistants-acu-42sh-2026-paris-65
/home/kahel/epita/prog/42sh
/home/kahel/epita/prog/42sh/epita-ing-assistants-acu-42sh-2026-paris-65
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on 🐣 master [??]
→ ./src/42sh -c "echo \${PWD}; cd /tmp; echo \${PWD}"
/home/kahel/epita/prog/42sh/epita-ing-assistants-acu-42sh-2026-paris-65
/tmp
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on 🐣 master [??]
→ ./src/42sh -c "echo \${PWD}; cd src/ast; echo \${PWD}"
/home/kahel/epita/prog/42sh/epita-ing-assistants-acu-42sh-2026-paris-65
/home/kahel/epita/prog/42sh/epita-ing-assistants-acu-42sh-2026-paris-65/src/ast
```

# BUILTINS: redirections

```
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on ♣ master [??]
→ ls
aclocal.m4  autom4te.cache  compile      configure    install-sh  Makefile.in  NEWS      script.sh
ar-lib      ChangeLog    config.log   configure.ac  Makefile    make.sh      README    src
AUTHORS     clear.sh     config.status  depcomp      Makefile.am  missing      README.md  tests
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on ♣ master [??]
→ ./src/42sh -c "echo Redirection Worked > file"
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on ♣ master [??]
→ ls
aclocal.m4  autom4te.cache  compile      configure    file        Makefile.am  missing  README.md  tests
ar-lib      ChangeLog    config.log   configure.ac  install-sh  Makefile.in  NEWS     script.sh
AUTHORS     clear.sh     config.status  depcomp      Makefile    make.sh      README   src
kahel in epita-ing-assistants-acu-42sh-2026-paris-65 on ♣ master [??]
→ cat file
Redirection Worked
```

## 42sh

