# Compiler Design LAB Lab report

Submitted by

## **Alok** Roll No. 220101048

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Department of Computer Science and Engineering

### Indian Institute of Information Technology Manipur

Imphal, India - 795002

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# 1. Write a program in Lex to check whether a given number is Armstrong Number or not. Program:

```
%{
#include<stdio.h>
int num=0,temp,numDigit=0,digiSum=0,digi=1,res=1,numOrig=0;
%}
%%
[0-9]+ {
    num=atoi(yytext);
"\n" {
    numDigit=0,digiSum=0,digi=1,res=1,numOrig=0;
    numOrig=num;
    temp=num;
    while(temp>0)
     {
         temp=temp/10;
         numDigit++;
     }
    for(int i=0;i<numDigit;i++,num/=10)</pre>
              digi=num%10;
              res=1;
         for(int i=0;i<numDigit;i++)</pre>
              res=res*digi;
         digiSum+=res;
    if(numOrig==digiSum)
{
       printf("Armstrong\n");
}
       else
       printf("Not Armstrong\n");
}
. {return 0;}
%%
int main()
{
    num=0;
      yylex();
       return 0;
int yywrap(){}
```

#### **OUPUT:**

```
asmi@asmi-ASUS-TUF-Gaming-F15-FX507ZM-FX507ZM:~/Desktop/CompilerLab/Lab2$ flex *a.l asmi@asmi-ASUS-TUF-Gaming-F15-FX507ZM-FX507ZM:~/Desktop/CompilerLab/Lab2$ gcc lex.yy.c asmi@asmi-ASUS-TUF-Gaming-F15-FX507ZM-FX507ZM:~/Desktop/CompilerLab/Lab2$ ./a.out

Armstrong

153
Armstrong

25
Not Armstrong

123
Not Armstrong

1634
Armstrong
```

2. Write a program in Lex to count the number of new lines, tabs and whitespaces in the provided input.

```
Program:
%{
#include<stdio.h>
int numTab=0, numEnter=0,numSpace;
%}
%%
\t {numTab++;}
\n {numEnter++;}
[] {numSpace++;}
. {}
%%
int main()
{
      printf("Input:");
      yylex();
    printf("New Lines: %d, Tabs: %d, WhiteSpaces: %d\n", numEnter, numTab,numSpace);
      return 0;
int yywrap(){return 1;}
```

```
asmi@asmi-ASUS-TUF-Gaming-F15-FX507ZM-FX507ZM:~/Desktop/CompilerLab/Lab2$ flex *b.l asmi@asmi-ASUS-TUF-Gaming-F15-FX507ZM-FX507ZM:~/Desktop/CompilerLab/Lab2$ gcc lex.yy.c asmi@asmi-ASUS-TUF-Gaming-F15-FX507ZM-FX507ZM:~/Desktop/CompilerLab/Lab2$ ./a.out Input:Alok was here Where are you I am Mr Robot I was here only Nice to meet you New Lines: 3, Tabs: 4, WhiteSpaces: 13 asmi@asmi-ASUS-TUF-Gaming-F15-FX507ZM-FX507ZM:~/Desktop/CompilerLab/Lab2$ S
```