## **Exp. No. 15**

Write a C Program to implement the operator precedence parsing.

## **Program:**

```
#include<stdio.h>
#include<string.h>

char *input;
int i=0;
char lasthandle[6],stack[50],handles[][5]={")E(","E*E","E+E","i","E^E"};
//(E) becomes )E( when pushed to stack

int top=0,l;
char prec[9][9]={
```

```
int getindex(char c)
switch(c)
  case '+':return 0;
  case '-':return 1;
  case '*':return 2;
  case '/':return 3;
  case '^':return 4;
  case 'i':return 5;
  case '(':return 6;
  case ')':return 7;
  case '$':return 8;
  }
}
int shift()
stack[++top]=*(input+i++);
stack[top+1]='\0';
}
int reduce()
{
int i,len,found,t;
for(i=0;i<5;i++)//selecting handles
  {
  len=strlen(handles[i]);
  if(stack[top]==handles[i][0]&&top+1>=len)
    {
    found=1;
    for(t=0;t<len;t++)
       {
       if(stack[top-t]!=handles[i][t])
         found=0;
```

```
break;
         }
    if(found==1)
      stack[top-t+1]='E';
      top=top-t+1;
      strcpy(lasthandle,handles[i]);
      stack[top+1]='\0';
       return 1;//successful reduction
    }
 }
return 0;
}
void dispstack()
{
int j;
for(j=0;j<=top;j++)
  printf("%c",stack[j]);
}
void dispinput()
{
int j;
for(j=i;j<l;j++)
  printf("%c",*(input+j));
}
void main()
{
int j;
input=(char*)malloc(50*sizeof(char));
printf("\nEnter the string\n");
```

```
scanf("%s",input);
input=strcat(input,"$");
l=strlen(input);
strcpy(stack,"$");
printf("\nSTACK\tINPUT\tACTION");
while(i<=l)
       {
      shift();
       printf("\n");
       dispstack();
       printf("\t");
       dispinput();
       printf("\tShift");
       if(prec[getindex(stack[top])][getindex(input[i])]=='>')
              while(reduce())
                     printf("\n");
                     dispstack();
                     printf("\t");
                     dispinput();
                     printf("\tReduced: E->%s",lasthandle);
              }
       }
if(strcmp(stack,"$E$")==0)
  printf("\nAccepted;");
else
  printf("\nNot Accepted;");
}
```

## **OUTPUT:**