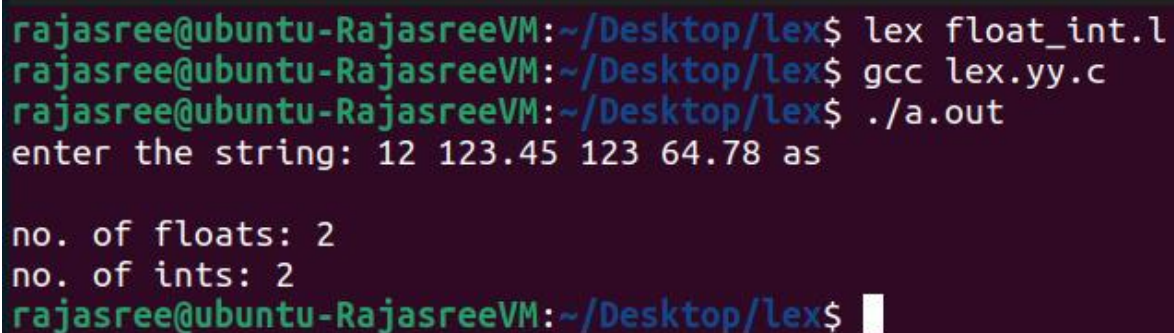


Q.4>> Write a lex codes for followings:

i) count the no. of floating points & integer no.s.

```
%{
int f=0,i=0;
%}
%%
[0-9]+ "." [0-9]+ {f++;}
[0-9]+ {i++;}
. ;
%%
int main()
{
    printf("enter the string: ");
    yylex();
    printf("no. of floats: %d\n",f);
    printf("no. of ints: %d\n",i);
    return 0;
}
int yywrap()
{
    return 1;
}
```



```
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ lex float_int.l
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ gcc lex.yy.c
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ ./a.out
enter the string: 12 123.45 123 64.78 as

no. of floats: 2
no. of ints: 2
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$
```

ii) Exchange the position of float & int's reg ex.

```

%{
int f=0,i=0;
%}

%%

[0-9]+ {i++;}
[0-9]+ "." [0-9]+ {f++;}

. ;

%%

int main()
{
    printf("enter the string: ");
    yylex();
    printf("no. of floats: %d\n",f);
    printf("no. of ints: %d\n",i);
    return 0;
}

int yywrap()
{
    return 1;
}

```

```

rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ lex float_int_ex_pos.l
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ gcc lex.yy.c
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ ./a.out
enter the string: 12 123.45 123 64.78 as

no. of floats: 2
no. of ints: 2
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$

```

iii) give space before int's reg ex & consider it as a reg ex.

```

%{
int i=0;
%}

%%

```

```

[][0-9]+ {i++;}

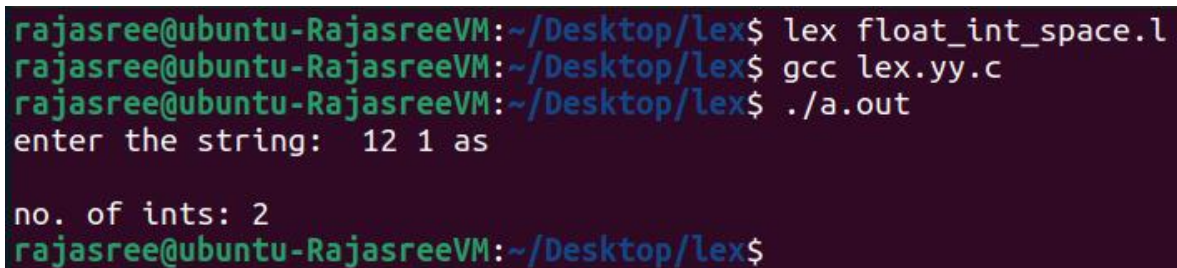
. ;

%%

int main()
{
    printf("enter the string: ");
    yylex();
    //printf("no. of floats: %d\n",f);
    printf("no. of ints: %d\n",i);
    return 0;
}

int yywrap()
{
    return 1;
}

```



```

rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ lex float_int_space.l
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ gcc lex.yy.c
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ ./a.out
enter the string: 12 1 as

no. of ints: 2
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$

```

iv)print details.

```

%{
int f=0,i=0;
%}

%%

[0-9]+ "." [0-9]+ {f++; printf("%s is a floating constant\n",yytext);}

[0-9]+ {i++; printf("%s is a int constant\n",yytext);}

. ;

%%

int main()

```

```

{
    printf("enter the string: ");
    yylex();
    printf("no. of floats: %d\n",f);
    printf("no. of ints: %d\n",i);
    return 0;
}

int yywrap()
{
return 1;
}

```

```

rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ lex with_print.l
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ gcc lex.yy.c
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ ./a.out
enter the string: 12 123.45 123 68.79 as
12 is a int constant
123.45 is a floating constant
123 is a int constant
68.79 is a floating constant

no. of floats: 2
no. of ints: 2
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$

```

v)actual needed output & representation.(of (iv))

```

%{
%}

%%

[0-9]+ "." [0-9]+ {printf("%s is a floating constant\n",yytext);}

[0-9]+ {printf("%s is a int constant\n",yytext);}

. ;

%%

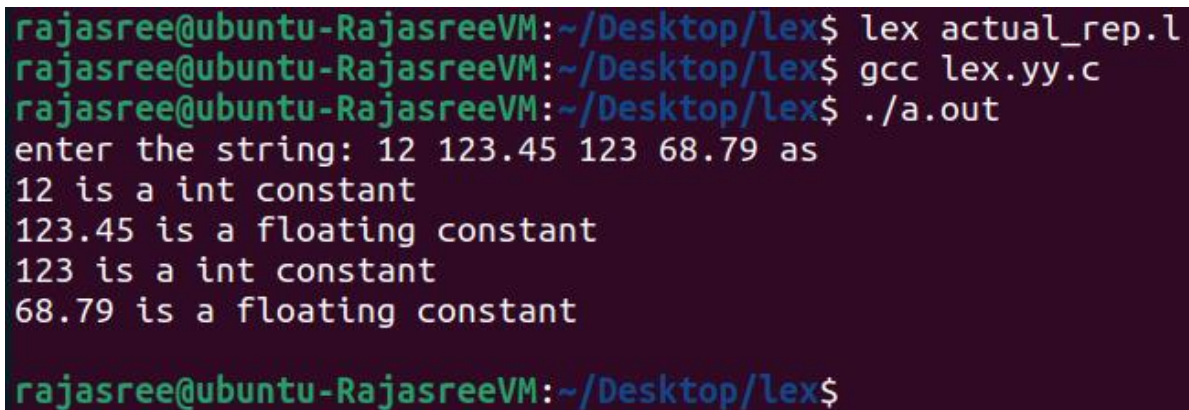
int main()
{
    printf("enter the string: ");
    yylex();
}

```

```

        return 0;
    }
    int yywrap()
    {
        return 1;
    }

```



```

rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ lex actual_rep.l
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ gcc lex.yy.c
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ ./a.out
enter the string: 12 123.45 123 68.79 as
12 is a int constant
123.45 is a floating constant
123 is a int constant
68.79 is a floating constant
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$

```

vi) find the no. of int, float, identifiers & show it.

```

%{
%}
%%

[0-9]+ "." [0-9]+ {printf("%s is a floating constant\n", yytext);}
[0-9]+ {printf("%s is a int constant\n", yytext);}
[A-Za-z][A-Za-z0-9_]* {printf("%s is an identifier\n", yytext);}
. ;
%%

int main()
{
    printf("enter the string: ");
    yylex();
    return 0;
}

int yywrap()
{

```

```
return 1;
```

```
}
```

```
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ lex int_float_id.l
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ gcc lex.yy.c
rajasree@ubuntu-RajasreeVM:~/Desktop/lex$ ./a.out
enter the string: 12 123.45 123 as
12 is a int constant
123.45 is a floating constant
123 is a int constant
as is an identifier

rajasree@ubuntu-RajasreeVM:~/Desktop/lex$
```