

Principle of Compiler  
Construction  
(COCSC14)  
  
Lab File

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## 1. Develop a lexical analyser for “C” using LEX tool.

input.c

```
2. #include <stdio.h>
3. void main(int a)
4. {
5.     /* HELLO This is a comment*/
6.     int a, b, c;
7.     a = 1;
8.     b = 2;
9.     if (a > b)
10.        c = 0;
11.     else
12.        c = -1;
13.
14.     printf("The value of c: %d", c);
15.     for (int i = 0; i < 5; i++)
16.        i++;
17.     return 0;
18.}
19.
```

c\_lex\_analyser.l

```
%{
int COMMENT=0;
%}

identifier [a-zA-Z][a-zA-Z0-9]*

%%

#.*\n {printf("%sThis is a PREPROCESSOR DIRECTIVE\n",yytext);}

auto|break|case|char|const|continue|default|do|double|else|enum|extern|float|for|goto|if|int|long|register|return|short|signed|sizeof|static|struct|switch|typedef|union|unsigned|void|volatile|while {printf("\n%s is a KEYWORD",yytext);}

"/*" {COMMENT = 1;}
"*/" {COMMENT = 0;}

{identifier}\( {if(!COMMENT)printf("\nFUNCTION: \n%s",yytext);}

{identifier}\([0-9]*\)? {if(!COMMENT) printf("\n%s is an IDENTIFIER",yytext);}
```

```
\".*\\" {if(!COMMENT)printf("\n%s is a STRING",yytext);}

[0-9]+ {if(!COMMENT) printf("\n%s is a NUMBER ",yytext);}

\{ {if(!COMMENT) printf("\nBLOCK BEGINS");}
\} {if(!COMMENT) printf("\nBLOCK ENDS");}

\) {if(!COMMENT);printf("\n");}
= {if(!COMMENT) printf("\n%s is an ASSIGNMENT OPERATOR",yytext);}

\<= |
\>= |
\< |
\== |
\!= |
\> {if(!COMMENT) printf("\n%s is a RELATIONAL OPERATOR",yytext);}

\, |
\; {if(!COMMENT) printf("\n%s is a SEPERATOR",yytext);}

%%
int main(int argc, char **argv)
{
    FILE *file;
    file=fopen("input.c","r");
    if(!file)
    {
        printf("could not open the file");
        exit(0);
    }
    yyin=file;
    yylex();
    printf("\n");
    return(0);
}

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

## Running the code :

```
Microsoft Windows [Version 10.0.22000.318]
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C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of
compiler construction\practicals\prac2>flex C_lex_analyzer.l

C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of
compiler construction\practicals\prac2>gcc lex.yy.c

C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of
compiler construction\practicals\prac2>a.exe
#include <stdio.h>
This is a PREPROCESSOR DIRECTIVE

void is a KEYWORD
FUNCTION:
main(
int is a KEYWORD
a is an IDENTIFIER
)

BLOCK BEGINS

int is a KEYWORD
a is an IDENTIFIER
, is a SEPERATOR
b is an IDENTIFIER
, is a SEPERATOR
c is an IDENTIFIER
; is a SEPERATOR

a is an IDENTIFIER
= is an ASSIGNMENT OPERATOR
1 is a NUMBER
; is a SEPERATOR

b is an IDENTIFIER
= is an ASSIGNMENT OPERATOR
2 is a NUMBER
; is a SEPERATOR

if is a KEYWORD (
a is an IDENTIFIER
> is a RELATIONAL OPERATOR
```

```
b is an IDENTIFIER
)

c is an IDENTIFIER
= is an ASSIGNMENT OPERATOR
0 is a NUMBER
; is a SEPERATOR

else is a KEYWORD

c is an IDENTIFIER
= is an ASSIGNMENT OPERATOR -
1 is a NUMBER
; is a SEPERATOR

FUNCTION:
printf(
"The value of c: %d" is a STRING
, is a SEPERATOR
c is an IDENTIFIER
)
; is a SEPERATOR

for is a KEYWORD (
int is a KEYWORD
i is an IDENTIFIER
= is an ASSIGNMENT OPERATOR
0 is a NUMBER
; is a SEPERATOR
i is an IDENTIFIER
< is a RELATIONAL OPERATOR
5 is a NUMBER
; is a SEPERATOR
i is an IDENTIFIER++
)

i is an IDENTIFIER++
; is a SEPERATOR

return is a KEYWORD
0 is a NUMBER
; is a SEPERATOR

BLOCK ENDS
```

## **2.Represent “C” language using Context Free Grammar.**

The Context Free Grammar for C language can be given by  $G = (V, T, S, P)$ :  
where:

V = set of non-terminals

= {program\_unit, translation\_unit, external\_decl, function\_definition, decl, decl\_list, decl\_specs, storage\_class\_spec, type\_spec, type\_qualifier, struct\_or\_union\_spec, struct\_or\_union, struct\_decl\_list, init\_declarator\_list, init\_declarator, struct\_decl, spec\_qualifier\_list, struct\_declarator\_list, struct\_declarator\_list, struct\_declarator, enum\_spec, enumerator\_list, enumerator, declarator, direct\_declarator, pointer, type\_qualifier\_list, param\_list, param\_decl, id\_list, initializer, initializer\_list, type\_name, abstract\_declarator, direct\_abstract\_declarator, stat, labeled\_stat, exp\_stat, compound\_stat, stat\_list, selection\_stat, iteration\_stat, jump\_stat, exp assignment\_exp, assignment\_operator, conditional\_exp, logical\_or\_exp, logical\_and\_exp, inclusive\_or\_exp, exclusive\_or\_exp, and\_exp, equality\_exp, relational\_exp, shift\_expression, additive\_exp, mult\_exp, cast\_exp, unary\_exp, unary\_operator, postfix\_exp, primary\_exp, argument\_exp\_list, consts, int\_const, char\_const, float\_const, id, string, enumeration\_const, storage\_const, type\_const, qual\_const, struct\_const, enum\_const, DEFINE, IF, ELSE, FOR, DO, WHILE, BREAK, SWITCH, CONTINUE, RETURN, CASE, DEFAULT, GOTO, SIZEOF, PUNC, or\_const, and\_const, eq\_const, shift\_const, rel\_const, inc\_const, point\_const, HEADER}

T = set of terminals

= {All ASCII characters}

S = start symbol = program\_unit

P = set of productions

```

program_unit          -> HEADER
program_unit
                      | DEFINE primary_exp
program_unit          |
translation_unit
translation_unit      ->
external_decl
                      | translation_unit
external_decl
external_decl         -> function_definition
                      | decl

```

```
function_definition      -> decl_specs declarator decl_list
compound_stat            | declarator decl_list compound_stat
                        | decl_specs declarator
compound_stat            | declarator compound_stat

decl                     -> decl_specs init_declarator_list
';'                      | decl_specs ';'

decl_list                -> decl
                        | decl_list decl

decl_specs               -> storage_class_spec decl_specs
                        | storage_class_spec
                        | type_spec

decl_specs               |
type_spec               | type_qualifier decl_specs
                        | type_qualifier

storage_class_spec       -> storage_const

type_spec                ->
type_const              | struct_or_union_spec
                        | enum_spec

type_qualifier           -> qual_const

struct_or_union_spec     -> struct_or_union id '{' struct_decl_list '}' ';'
                        | struct_or_union id

struct_or_union          -> struct_const

struct_decl_list         -> struct_decl
                        | struct_decl_list struct_decl

init_declarator_list     -> init_declarator
                        | init_declarator_list ',' init_declarator

init_declarator          -> declarator
                        | declarator '=' initializer

struct_decl              -> spec_qualifier_list struct_declarator_list ';'
```





```

param_list      -> param_decl
                  | param_list ',' param_decl

param_decl      -> decl_specs declarator
                  | decl_specs abstract_declarator
                  | decl_specs

id_list         -> id
                  | id_list ',' id

initializer      -> assignment_exp
                  | '{' initializer_list '}'
                  | '{' initializer_list ',' '}'

initializer_list -> initializer
                  | initializer_list ',' initializer

type_name       -> spec_qualifier_list abstract_declarator
                  | spec_qualifier_list

abstract_declarator -> pointer
                  | pointer direct_abstract_declarator
                  | direct_abstract_declarator

direct_abstract_declarator -> '(' abstract_declarator ')'
                          | direct_abstract_declarator '[' conditional_exp
                          | '[' conditional_exp ']'
                          | direct_abstract_declarator '[' ']'
                          | '[' ']'
                          | direct_abstract_declarator '(' param_list ')'
                          | '(' param_list ')'
                          | direct_abstract_declarator '(' ']'
                          | '(' ']'

stat            ->
labeled_stat    |
exp_stat        |
compound_stat   |
selection_stat  |
                | iteration_stat
                | jump_stat

labeled_stat    -> id ':' stat

```

```

| CASE int_const ':' stat
| DEFAULT ':' stat

exp_stat      -> exp ';'
               | ';'

compound_stat -> '{' decl_list stat_list
'{'
               | '{' stat_list
'}'
               | '{' decl_list
'}'
               | '{'

stat_list     ->
stat
               | stat_list

stat

selection_stat -> IF '(' exp ')'
stat              %prec "then"
               | IF '(' exp ')' stat ELSE stat
               | SWITCH '(' exp ')' stat

iteration_stat -> WHILE '(' exp ')' stat
               | DO stat WHILE '(' exp ')' ';'
               | FOR '(' exp ';' exp ';' exp ')' stat
               | FOR '(' exp ';' exp ';' ')' stat
               | FOR '(' exp ';' ';' exp ')' stat
               | FOR '(' exp ';' ';' ')' stat
               | FOR '(' ';' exp ';' exp ')' stat
               | FOR '(' ';' exp ';' ')' stat
               | FOR '(' ';' ';' exp ')' stat
               | FOR '(' ';' ';' ')' stat

jump_stat     -> GOTO id ';'
               | CONTINUE ';'
               | BREAK ';'
               | RETURN exp ';'
               | RETURN ';'

exp           -> assignment_exp
               | exp ',' assignment_exp

assignment_exp -> conditional_exp

```

```

| unary_exp assignment_operator
assignment_exp

assignment_operator    -> PUNC
                       | '='

conditional_exp        -> logical_or_exp
                       | logical_or_exp '?' exp ':' conditional_exp

logical_or_exp         -> logical_and_exp
                       | logical_or_exp or_const logical_and_exp

logical_and_exp        -> inclusive_or_exp
                       | logical_and_exp and_const inclusive_or_exp

inclusive_or_exp       -> exclusive_or_exp
                       | inclusive_or_exp '|' exclusive_or_exp

exclusive_or_exp       -> and_exp
                       | exclusive_or_exp '^' and_exp

and_exp               -> equality_exp
                       | and_exp '&' equality_exp

equality_exp          -> relational_exp
                       | equality_exp eq_const relational_exp

relational_exp         -> shift_expression
                       | relational_exp '<' shift_expression
                       | relational_exp '>' shift_expression
                       | relational_exp rel_const shift_expression

shift_expression       -> additive_exp
                       | shift_expression shift_const additive_exp

additive_exp          -> mult_exp
                       | additive_exp '+' mult_exp
                       | additive_exp '-' mult_exp

mult_exp              -> cast_exp
                       | mult_exp '*' cast_exp
                       | mult_exp '/' cast_exp
                       | mult_exp '%' cast_exp

cast_exp              -> unary_exp
                       | '(' type_name ')' cast_exp
```

```

unary_exp          -> postfix_exp
                    | inc_const unary_exp
                    | unary_operator cast_exp
                    | sizeof unary_exp
                    | sizeof '(' type_name ')'

unary_operator      -> '&' | '*' | '+' | '-' | '~' |
                    '!'

postfix_exp         ->
primary_exp         | postfix_exp '[' exp ']'
                    | postfix_exp '(' argument_exp_list ')'
                    | postfix_exp '(' ')'
                    | postfix_exp '.' id
                    | postfix_exp point_const id
                    | postfix_exp inc_const

primary_exp         ->
id                  |
const              |
string              | '(' exp ')'

argument_exp_list   -> assignment_exp
                    | argument_exp_list ',' assignment_exp

const               ->
int_const           | char_const
                    | float_const
                    | enumeration_const

int_const           -> [0-9]+

char_const          -> "'" . "'"

float_const         -> [0-9]+ "." [0-9]+

id                  -> [a-zA-z_][a-zA-z_0-9]*

string              -> "\".*\""

enum_const          -> "enum"

```

```
storage_const      -> "auto"  
                   | "register"  
                   | "static"  
                   | "extern"  
                   | "typedef"  
  
type_const         -> "void"  
                   | "char"  
                   | "short"  
                   | "int"  
                   | "long"  
                   | "float"  
                   | "double"  
                   | "signed"  
                   | "unsigned"  
  
qual_const         -> "const"  
                   | "volatile"  
  
struct_const       -> "struct"  
                   | "union"  
  
DEFINE             -> "#define"[ ]+[a-zA-z_][a-zA-z_0-9]*  
  
IF                 -> "if"  
  
ELSE               -> "else"  
  
FOR                -> "for"  
  
DO                 -> "do"  
  
WHILE              -> "while"  
  
BREAK              -> "break"  
  
SWITCH             -> "switch"  
  
CONTINUE           -> "continue"  
  
RETURN             -> "return"  
  
CASE               -> "case"  
  
DEFAULT            -> "default"  
  
GOTO               -> "goto"
```

```
sizeof          -> "sizeof"

PUNC            -> "*" =
                |  "/" =
                |  "+" =
                |  "%" =
                |  ">>="
                |  "-="
                |  "<<="
                |  "&="
                |  "^="
                |  "|="

or_const        -> "||"

and_const       -> "&&"

eq_const        -> "=="
                |  "!="

shift_const     -> ">>"
                |  "<<"

rel_const       -> "<="
                |  ">="

inc_const       -> "++"
                |  "--"

point_const     -> "->"

HEADER          -> "#include"[ ]+<[a-zA-z_][a-zA-z_0-9.]*>
```

### **3.Develop a simple calculator using LEX and YACC .**

cal.l

```
%{
/* Definition section */
#include<stdio.h>
#include "cl.tab.h"
extern int yylval;
%}

/* Rule Section */
%%
[0-9]+ {
    yylval=atoi(yytext);
    return NUMBER;

}
[\\t] ;

[\\n] return 0;

. return yytext[0];

%%

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

cl.y

```
%{
/* Definition section */
#include<stdio.h>
int flag=0;
%}

%token NUMBER

%left '+' '-'

%left '*' '/' '%'

%left '(' ')'
```



```
/* Rule Section */
%%

ArithmeticExpression: E{

    printf("\nResult=%d\n", $$);

    return 0;

};
E: E '+' E {$$=$1+$3;}
| E '-' E {$$=$1-$3;}
| E '*' E {$$=$1*$3;}
| E '/' E {$$=$1/$3;}
| E '%' E {$$=$1%$3;}
| '(' E ')' {$$=$2;}
| NUMBER {$$=$1;}

;

%%

//driver code
void main()
{
    printf("\nEnter Any Arithmetic Expression :\n");

    yyparse();
    if(flag==0)
        printf("\nEntered arithmetic expression is Valid\n\n");
}

void yyerror(char *a)
{
    printf("\nEntered arithmetic expression is Invalid\n\n");
    flag=1;
}
```

## Running the code:

```
Microsoft Windows [Version 10.0.22000.318]
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C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of
compiler construction\practicals\prac4>bison -d cl.y

C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of
compiler construction\practicals\prac4>flex cal.1

C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of
compiler construction\practicals\prac4>gcc lex.yy.c cl.tab.c -w

C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of
compiler construction\practicals\prac4>a.exe

Enter Any Arithmetic Expression :
9+3*(4*7/3)+1

Result=37

Entered arithmetic expression is Valid

C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of
compiler construction\practicals\prac4>
```

## **4. Develop a parser for “C” language using LEX and YACC**

input.c

```
#include <stdio.h>
#define PI 3.14

struct inp
{
    int a;
};

int check(int a, int b)
{
    return (a > b);
}

/* Sample code */
int main()
{
    struct inp ab;
    int r = 5;
    printf("abc");
    return 0;
}
```

parser.l

```
%option yylineno

%{
    #include<stdio.h>
    #include"parser.tab.h"
%}

%%

"#include"[ ]+<[a-zA-z_][a-zA-z_0-9.]*> {return HEADER;}
"#define"[ ]+<[a-zA-z_][a-zA-z_0-9]* {return DEFINE;}
"auto"|"register"|"static"|"extern"|"typedef" {return storage_const;}
"void"|"char"|"short"|"int"|"long"|"float"|"double"|"signed"|"unsigned"
{return type_const;}
"const"|"volatile" {return qual_const;}
"enum" {return enum_const;}
"struct"|"union" {return struct_const;}
"case" {return CASE;}
```

```

"default" {return DEFAULT;}
"if" {return IF;}
"switch" {return SWITCH;}
"else" {return ELSE;}
"for" {return FOR;}
"do" {return DO;}
"while" {return WHILE;}
"goto" {return GOTO;}
"continue" {return CONTINUE;}
"break" {return BREAK;}
"return" {return RETURN;}
"sizeof" {return SIZEOF;}
"|" {return or_const;}
"&&" {return and_const;}
"=="|"!=" {return eq_const;}
"<="|">=" {return rel_const;}
">>"|"<<" {return shift_const;}
"++"|"--" {return inc_const;}
"->" {return point_const;}
"*="|"/="|"+="|"%=|">>="|"-="|"<<="|"&="|^="|"|=" {return PUNC;}
[0-9]+ {return int_const;}
[0-9]+ "." [0-9]+ {return float_const;}
"'"|"'" {return char_const;}
[a-zA-z_][a-zA-z_0-9]* {return id;}
\".*\" {return string;}
\"/\"(\\.|[^\n])*[\\n]
;
[/][*](^[*]|[*]*^[*/])*[*]+[/]
;
[
\t\n]
;
";"|"="|","|"{ "|" }|"("|")"|"["|"]"|"*"|"+"|"-
|"/"|"?"|":"|&"|"|"|"^"|"!"|"~"|"%"|"<"|>"
yytext[0];}
%%

int yywrap(void)
{
    return 1;
}

```

## parser.y

```

%{
    #include<stdio.h>
    int yylex(void);
    int yyerror(const char *s);
    int success = 1;
%}

%token int_const char_const float_const id string storage_const type_const
qual_const struct_const enum_const DEFINE
%token IF FOR DO WHILE BREAK SWITCH CONTINUE RETURN CASE DEFAULT GOTO SIZEOF
PUNC or_const and_const eq_const shift_const rel_const inc_const
%token point_const ELSE HEADER
%left '+' '-'
%left '*' '/'
%right UMINUS
%nonassoc "then"
%nonassoc ELSE

%start program_unit
%%
program_unit          : HEADER
program_unit          : | DEFINE primary_exp
program_unit          : |
translation_unit      : ;
translation_unit      : :
external_decl         : | translation_unit
external_decl         : ;
external_decl         : :function_definition
external_decl         : | decl
function_definition   : : decl_specs declarator decl_list
compound_stat         : | declarator decl_list compound_stat
compound_stat         : | decl_specs declarator
compound_stat         : | declarator compound_stat
decl                  : : decl_specs init_declarator_list
';'                   : | decl_specs ';'
';'                   : ;

```

```

decl_list      : decl
               | decl_list decl
               ;
decl_specs     : storage_class_spec decl_specs
               | storage_class_spec
               | type_spec
decl_specs     |
type_spec      | type_qualifier decl_specs
               | type_qualifier
               ;
storage_class_spec : storage_const
               ;
type_spec        :
type_const      | struct_or_union_spec
               | enum_spec
               ;
type_qualifier   : qual_const
               ;
struct_or_union_spec : struct_or_union id '{' struct_decl_list '}' ';'
               | struct_or_union id
               ;
struct_or_union  : struct_const
               ;
struct_decl_list : struct_decl
               | struct_decl_list struct_decl
               ;
init_declarator_list : init_declarator
               | init_declarator_list ',' init_declarator
               ;
init_declarator   : declarator
               | declarator '=' initializer
               ;
struct_decl       : spec_qualifier_list struct_declarator_list ';'
               ;
spec_qualifier_list : type_spec spec_qualifier_list
               | type_spec
               | type_qualifier spec_qualifier_list
               | type_qualifier
               ;
struct_declarator_list : struct_declarator
               | struct_declarator_list ',' struct_declarator
               ;
struct_declarator  : declarator
               | declarator ':' conditional_exp

```

```

| ':' conditional_exp
;
enum_spec      : enum_const id '{' enumerator_list '}'
               | enum_const '{' enumerator_list '}'
               | enum_const id
               ;
enumerator_list : enumerator
               | enumerator_list ',' enumerator
               ;
enumerator      : id
               | id '=' conditional_exp
               ;
declarator      : pointer direct_declarator
               | direct_declarator
               ;
direct_declarator :
id
               | '(' declarator
')'
               | direct_declarator '[' conditional_exp
']'
               | direct_declarator '[' ']'
               | direct_declarator '(' param_list ')'
               | direct_declarator '(' id_list
')'
               | direct_declarator '('
')'
               ;
pointer         : '*' type_qualifier_list
               | '*'
               | '*' type_qualifier_list pointer
               | '*' pointer
               ;
type_qualifier_list : type_qualifier
                   | type_qualifier_list type_qualifier
                   ;
param_list         : param_decl
                   | param_list ',' param_decl
                   ;
param_decl         : decl_specs declarator
                   | decl_specs abstract_declarator
                   | decl_specs
                   ;
id_list            : id
                   | id_list ',' id
                   ;
initializer        : assignment_exp

```

```

| '{' initializer_list '}'
| '{' initializer_list ',' '}'
;
initializer_list      : initializer
| initializer_list ',' initializer
;
type_name             : spec_qualifier_list abstract_declarator
| spec_qualifier_list
;
abstract_declarator   : pointer
| pointer direct_abstract_declarator
| direct_abstract_declarator
;
direct_abstract_declarator : '(' abstract_declarator ')'
| direct_abstract_declarator '[' conditional_exp
']'
| '[' conditional_exp ']'
| direct_abstract_declarator '[' ']'
| '[' ']'
| direct_abstract_declarator '(' param_list ')'
| '(' param_list ')'
| direct_abstract_declarator '(' ')'
| '(' ')'
;
stat                  :
labeled_stat          |
exp_stat              |
compound_stat         |
selection_stat        | iteration_stat
| jump_stat
;
labeled_stat          : id ':' stat
| CASE int_const ':' stat
| DEFAULT ':' stat
;
exp_stat              : exp ';'
| ';'
;
compound_stat         : '{' decl_list stat_list
'}'
| '{' stat_list
'}'

```



```

| '{' decl_list
'}'
| '{'
'}'
;
stat_list
stat
| stat_list
stat
;
selection_stat
stat
: IF '(' exp ')'
      %prec "then"
| IF '(' exp ')' stat ELSE stat
| SWITCH '(' exp ')' stat
;
iteration_stat
: WHILE '(' exp ')' stat
| DO stat WHILE '(' exp ')' ';'
| FOR '(' exp ';' exp ';' exp ')' stat
| FOR '(' exp ';' exp ';' ')' stat
| FOR '(' exp ';' ';' exp ')' stat
| FOR '(' exp ';' ';' ')' stat
| FOR '(' ';' exp ';' exp ')' stat
| FOR '(' ';' exp ';' ')' stat
| FOR '(' ';' ';' exp ')' stat
| FOR '(' ';' ';' ')' stat
;
jump_stat
: GOTO id ';'
| CONTINUE ';'
| BREAK ';'
| RETURN exp ';'
| RETURN ';'
;
exp
: assignment_exp
| exp ',' assignment_exp
;
assignment_exp
: conditional_exp
| unary_exp assignment_operator
assignment_exp
;
assignment_operator
: PUNC
| '='
;
conditional_exp
: logical_or_exp
| logical_or_exp '?' exp ':' conditional_exp
;
logical_or_exp
: logical_and_exp
| logical_or_exp or_const logical_and_exp

```

```

;
logical_and_exp      : inclusive_or_exp
                     | logical_and_exp and_const inclusive_or_exp
;
inclusive_or_exp     : exclusive_or_exp
                     | inclusive_or_exp '|' exclusive_or_exp
;
exclusive_or_exp     : and_exp
                     | exclusive_or_exp '^' and_exp
;
and_exp              : equality_exp
                     | and_exp '&' equality_exp
;
equality_exp         : relational_exp
                     | equality_exp eq_const relational_exp
;
relational_exp       : shift_expression
                     | relational_exp '<' shift_expression
                     | relational_exp '>' shift_expression
                     | relational_exp rel_const shift_expression
;
shift_expression     : additive_exp
                     | shift_expression shift_const additive_exp
;
additive_exp         : mult_exp
                     | additive_exp '+' mult_exp
                     | additive_exp '-' mult_exp
;
mult_exp             : cast_exp
                     | mult_exp '*' cast_exp
                     | mult_exp '/' cast_exp
                     | mult_exp '%' cast_exp
;
cast_exp             : unary_exp
                     | '(' type_name ')' cast_exp
;
unary_exp            : postfix_exp
                     | inc_const unary_exp
                     | unary_operator cast_exp
                     | sizeof unary_exp
                     | sizeof '(' type_name ')'
;
unary_operator       : '&' | '*' | '+' | '-' | '~' |
'!'
;
postfix_exp          :
primary_exp

```

```

| postfix_exp '[' exp ']'
| postfix_exp '(' argument_exp_list ')'
| postfix_exp '(' ')'
| postfix_exp '.' id
| postfix_exp point_const id
| postfix_exp inc_const
;
primary_exp
id
|
consts
|
string
| '(' exp ')'
;
argument_exp_list
: assignment_exp
| argument_exp_list ',' assignment_exp
;
consts
:
int_const
| char_const
| float_const
| enum_const
;
%%

int main()
{
    yyparse();
    if(success)
        printf("Parsing Successful\n");
    return 0;
}

int yyerror(const char *msg)
{
    extern int yylineno;
    printf("Parsing Failed\nLine Number: %d %s\n",yylineno,msg);
    success = 0;
    return 0;
}

```

Running the code :

```
C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of  
compiler construction\practicals\prac5>bison -d parser.y
```

```
C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of  
compiler construction\practicals\prac5>flex parser.l
```

```
C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of  
compiler construction\practicals\prac5>gcc lex.yy.c parser.tab.c -w
```

```
C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of  
compiler construction\practicals\prac5>a.exe < input.c  
Parsing Successful
```

```
C:\Users\dangi\OneDrive\Desktop\github\academic_nsut\sem 5\principles of  
compiler construction\practicals\prac5>
```