# Practical-1

%{

#include<stdio.h>

%}

%%

zero|ZERO|Zero printf("0");

one|ONE|One printf("1");

two|TWO|Two printf("2");

three|THREE|Three printf("3");

four|FOUR|Four printf("4");

five|FIVE|Five printf("5");

six|SIX|Six printf("6");

seven|SEVEN|Seven printf("7");

eight|EIGHT|Eight printf("8");

nine|NINE|Nine printf("9");

%%

int main()

{

yylex();

return 0;

}

A screenshot of a cartoon

AI-generated content may be incorrect.

A screenshot of a computer screen

AI-generated content may be incorrect.