

Scanning & Parsing for **yapl**: a C-like Language

Task

Write input files for lex and yacc to generate lexical analyzer and parser for the following language description.

This language specification conforms to the ANSI C-2011 standard with the following requirements/modifications:

- The language constructs:
 - ✓ global variables, both normal as well as extern.
 - ✓ function declaration, function definition, and function call (including recursion).
 - ✓ for loop, while loop, do-while.
 - ✓ if, if-else, if-else-if (nested/ladder) {if condition can be any expression including a literals/constants}.
 - ✓ switch/case with case labeled with `:', must support fall-through, must support the optional default clause.
 - ✓ variable declaration, definition, initialization locally/globally {multiple variables comma-separated}.
 - ✓ strings (of the forms "... (single), ..." "... (multiple)), character, integer and floating point literals.
 - ✓ single // and multi-line /*...*/ comments {multi-line comments should be properly closed lexically}.
 - ✓ break, continue, and return statements.
 - ✓ a statement must end in a semi-colon ';' like the usual standard of C.
- The supported data types are:
 - ✓ primary: int, long, short, float, double, void, char and their pointers.
 - ✓ user-defined: structures (struct) {pointer dereferences must support arbitrary level of indirection.}
 - ✓ derived: functions, arrays, and pointers: all supported data types. {no need to support function pointers.}
- Supported operators (precedence and associativity same as in C):
 - ✓ *relational operators*: <, >, ==, <=, >=, !=
 - ✓ *unary operators*: +, -, !, *, &, ~
 - ✓ *binary operators*: +, -, *, &, |, /, %, ^
 - ✓ *logical operator*: &&, ||
 - ✓ *assignment operator*: =
 - ✓ *suffix/postfix increment and decrement*: ++, --
 - ✓ *structure field access operators*: ->, .
 - ✓ *pointers*: *, & {pointer dereferences must support arbitrary/multiple level of indirection, i.e., int *****p;}
 - ✓ *function call*: () {any valid expression inside including blank, constants, and literals}
 - ✓ *array subscripting*: [] {any valid expression inside including constants and literals}
 - ✓ *sizeof()* {operands: <typename> or unary expression}
 - ✓ *typecast*: (<typename>)
- Constructs **NOT** supported by this language:
 - ✗ *preprocessors*: none allowed. {no #includes, #defines needed anywhere}
 - ✗ ... (ellipsis), ?: (ternary operator) {function vararg list specification not required}
 - ✗ *operators*: >>=, <<=, +=, -=, *=, /=, %=, &=, ^=, |=, <<, >>
 - ✗ *constructs/keywords*: auto, const, goto, inline, register, restrict, signed, static, typedef, unsigned, enum, union, volatile, _Alignas, _Alignof, _Atomic, _Bool, _Complex, _Generic, _Imaginary, _Noreturn, _Static_assert, _Thread_local, __func__
- The following operator is *introduced*:

Operator	Description
<=>	<i>Three way comparison.</i> a<=>b returns the values -1, 0, or 1 depending on whether a < b, a == b, or a > b. Precedence and associativity same as: <, >, <=, >=

Note:

1. The ANSI C-2011 keywords that are not a part of this language can be used as identifiers.

2. No need to handle:

- Semantics and expression evaluations.
- Track whether a variable, structure, function is declared/defined before being used.
- Type of a variable, structure, function, type checking.

Input

The input to the parser will be a program which may or may not be valid according to the above language description.
Sample execution format:

```
$ ./a.out [filename.c]
```

Note: input file [filename.c] should be passed as command line argument to a.out

Output

[1] *If the program is parsed successfully, then the following should be printed:*

```
***parsing successful***  
#global_declarations = @  
#function_definitions = @  
#integer_constants = @  
#pointers_declarations = @  
#ifs_without_else = @  
if-else max-depth = @
```

Note: Replace @ with corresponding counts. There must be one white space before and after '='. See sample testcases.

- **#global_declarations:** Total number of global declarations (enitites) including functions, global variables, extern variables at the global scope. Note that declaration and definition for the same function are counted separately.
- **#function_definitions:** Total number functions having bodies, i.e. defined.
- **#integer_constants:** Total number of integer constants that appear *anywhere* throughout the program. Should support hexadecimal constants like 0x1234. Upper-case 'X' for hex need not be supported.
- **#pointers_declarations:** Total count of pointers that are declared through the file. Note that if a function returning a pointer, has both prototype (declaration) and definition, they are counted separately. Pointer casts should not be counted.
- **#ifs_without_else:** Total count if statements that have no associated else clause.
- **if-else max-depth:** The max height of if-else-if ladder. The height is recursively defined as follows.

```
height(Ladder)  
=0, if there is no if statement at all.  
=0, if there is if but no accompanying else.  
=1 (for the accompanying else) + height(Ladder from this else)
```

There will be many such ladders, the last line must print the *height of the longest ladder* present in the program. You should keep track of ladders across functions also. Note that there can be ties also.

if-else max-depth = $\max\{height(Ladder_1), \dots, height(Ladder_n)\}$ when there are n ladders in the input file.

[2] *On rejection by the parser, the following should be printed:*

```
***parsing terminated*** [syntax error]
```

[3] *On rejection by the lexer when there are unclosed comments, the following should be printed:*

```
***lexing terminated*** [lexer error]: ill-formed comment
```

[4] *On rejection by your a.out file it must handle these cases:*

Case 1: (invalid number of command-line arguments)-

```
***process terminated*** [input error]: invalid number of command-line arguments
```

Case 2: (no such file <filename> exists)-

```
***process terminated*** [input error]: no such file <filename> exists
```

Note: The Makefile should run lex, yacc, compile the generated code and generate an executable a.out file. Please be careful about the naming conventions and structure of the directory.

Sample testcase #1

Input

```
int *var=6;
struct mystruct *ms=&var;

int auto, static, inline;

extern void *k;
int p;
int p;
int p;

int *hh(char *p);

int main(int b)
{
    int auto=2,b=3,c;
    c=auto+b;
    printf("%d",c);

    struct player
    {
        int a;
        double c;
    };

    int *jj=&auto;

    System.out.print("java here");
    char echo[3]="bash here";
    myprintf("CS3300 here");
    printf(echo);

    /*
        mixing things here a bit
    */

    if(a==9)
    {
        //NO-OP
    }

    if(a==1)
        hh(++jj);
    else if(a==2)
        hh(jj++);
    else if(a==3)
        hh(*jj++);
    else
    {
        //NO-OP
    }

    struct player *p;
    p=(struct player *)malloc(sizeof(struct player));

    p->a=1;
    p->b=2.4;

    //##pragma omp parallel for
    for(a=1;a<=5;a++)
        static(a);

    int *p;
    float *j;
    p=&auto;
    j=0x1234;
    printf("*j=%p",(char *)j);

    void *static=&c;

    int a=5,b=8,c;
```

```

c=a<=>b;
hh(p);
return(0);
}

int *hh(char *p)
{
    int n=7;
    scanf("%d",&n);
    if(n==0) printf("%d\n",n+1);
    else if(n==1) printf("%d\n",n+2);
    return(NULL);
}

```

Expected output

```

***parsing successful***
#global_declarations = 10
#function_definitions = 2
#integer_constants = 20
#pointers_declarations = 12
#ifs_without_else = 2
#if-else max-depth = 3

```

Sample testcase #2

Input

```

int a, b, c;

int main(int *argc, char* argv[])
{
    int a, i;
    int b[10];
    for(i=1; i<=10; ++i) {
        b[i-1] = i*i;           // square
    }
    int *c = b;
    i = 0;
    int d= 0;
    while(i<10) {
        d += *(c + i);
    }
    printf("%d\n", d);         // print sum of values
    return 0;
}

```

Expected output

```

***parsing terminated*** [syntax error]

```