

Design LALR bottom up parser for a given language

```
%{
#include<stdio.h>
#include "y.tab.h"
%}
%%
[0-9]+ {yylval.dval=atof(yytext);
return DIGIT;
}
\n|. return yytext[0];
%%

%{
/*This YACC specification file generates the LALR parser for the program
considered in experiment 4.*/
#include<stdio.h>
%}
%union
{
double dval;
}
%token <dval> DIGIT
%type <dval> expr
%type <dval> term
%type <dval> factor
%%
line: expr '\n' {
printf("%g\n", $1);
}
;
expr: expr '+' term {$$=$1 + $3 ;}
| term
;
term: term '*' factor {$$=$1 * $3 ;}
| factor
;
factor: '(' expr ')' {$$=$2 ;}
| DIGIT
;
%%
int main(){
    yyparse();
}
```

```
    }
}
}
strcpy(table[0][0], " ");
strcpy(table[0][1], "a");
strcpy(table[0][2], "b");
strcpy(table[0][3], "c");
strcpy(table[0][4], "d");
strcpy(table[0][5], "$");
strcpy(table[1][0], "S");
strcpy(table[2][0], "A");
strcpy(table[3][0], "B");
strcpy(table[4][0], "C");
printf("\n-----\n");
for (i = 0; i < 5; i++)
    for (j = 0; j < 6; j++){
        printf("%-10s", table[i][j]);
        if (j == 5)
            printf("\n-----\n");
    }
}
```

Output:

The following grammar is used for Parsing Table:

S→A
A→Bb
A→Cd
B→aB
B→@
C→Cc
C→@

Predictive parsing table:

	a	b	c	d	\$
S	S→A	S→A	S→A	S→A	
A	A→Bb	A→Bb	A→Cd	A→Cd	
B	B→aB	B→@	B→@		B→@
C			C→@	C→@	C→@

Process returned 0 (0x0) execution time : 0.049 s
Press any key to continue.