# Program 1: Design a LEX Code to count the number of lines, space, tab-meta character, and rest of characters in a given Input pattern.

#### Code:

```
%{
#include<stdio.h>
int ch=0, bl=0, ln=0, tb=0;
%}
%%
[\n] {ln++;}
[\t] {tb++;}
[" "] {bl++;}
   {ch++;}
%%
int yywrap(){return 1;}
int main()
{
 yylex();
printf("LINES: %d TAB SPACE: %d BLANK SPACE: %d CHARACTERS:%d
",ln,tb,bl,ch);
return 0;
}
```

# Program 2: Design a LEX Code to identify and print valid Identifier of C/C++ in given Input pattern.

```
%{
int count=0;
%}
op [+-*/]
letter [a-zA-Z]
digitt [0-9]
id {letter}*|({letter}{digitt})+
notid ({digitt}|{letter})+
%%
[\t \] +
("int")|("float")|("char")|("case")|("default")|("if")|("for")|("printf")|("scanf") {printf("%s is a
keyword\n", yytext);}
{id} {printf("%s is an identifier\n", yytext); count++;}
{notid} {printf("\n%s is not an identifier\n", yytext);}
%%
int yywrap(){
return 1;
}
int main(int argc, char *argv[]) {
yylex();
printf("\nTOTAL IDENTIFIERS %d\n",count);
return 0;
}
```

```
shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab Q = - - Shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$ lex program2.lshreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$ cc lex.yy.cshreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$./a.outcompiler 123design code program2 compiler is an identifier

123design is not an identifier code is an identifier

program2 is not an identifier

TOTAL IDENTIFIERS 2 shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$
```

# Program 3: Design a LEX Code to identify and print integer and float value in given Input pattern.

```
%{
%}
DIGIT [0-9]
%%

{DIGIT}* {printf("is a Integer\n");}

{DIGIT}*?\.{DIGIT}* {printf("is a Float\n");}
%%

int yywrap(){}
int main(int argc, char *argv[])

{
    yylex();
    return 0;
}
```

```
shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$ lex program3.l
shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$ cc lex.yy.c
shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$ ./a.out
123
is a Integer
.264
is a Float
64.666
is a Float
shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$
shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$
```

# Program 4: Design a LEX Code for Tokenizing (Identify and print OPERATORS, SEPERATORS, KEYWORDS, IDENTIFERS) the following C-fragment:

```
int p=1,d=0,r=4;
float m=0.0, n=200.0;
while (p \le 3)
{
if(d==0) { m= m+n*r+4.5; d++; }
else { r++; m=m+r+1000.0; }
p++;
}
Code:
%{
#include <stdio.h>
%}
DIGIT [0-9]
NUMBER {DIGIT}+
REAL {DIGIT}*"."{DIGIT}+
TEXT [a-zA-Z]+
TEXT_NUMBERS [a-zA-Z0-9]
CONDITIONALS "if" | "else " | "else if" | "switch" | "case"
```

```
KEYWORD
"break"|"continue"|"goto"|"printf"|"scanf"|"sprintf"|"sscanf"|"fopen"|"fwrite"|"fread"|"fclo
write"|"read"|"open"|"close"|"return"|"int"|"float"|"char"|"unsigned"|"signed"|"short"|"lon
g"|"d ouble"
ITERATORS "for"|"while"|"do"
PREPROCESSOR
"#"|"#line"|"#undef"|"#error"|"#elif"|"#else"|"#endif"|"#if"|"#define"|"#include"|"#pragma
"|"#i fndef"|"#ifdef"
DELIMITER [; :\t\n()"]
IDENTIFIER [a-zA-Z]{TEXT_NUMBERS}*|[a-
zAZ]{TEXT_NUMBERS}*[[{NUMBER}+]]
FORMAT_SPECIFIER "%"{TEXT_NUMBERS}+
FILE "<"{IDENTIFIER}.h">"
COMMENT "/*"[a-zA-Z0-9 \t\n;.~!@#$%^&*()_+=<>?:"{}]*"*/"
AOPERATOR "+"|"-"|"*"|"/"|"="
BLOCK BEGINS "{"
BLOCK_ENDS "}"
UNARY "++"|"--"
LOPERATOR "&"|"|"|&&"|"~"|"||"|">"|"<"|">="|"<="|"=="
FUNCTION
{IDENTIFIER}+"("{DELIMITER}*{TEXT}{TEXT_NUMBERS}*{DELIMITER}*")"
%%
{CONDITIONALS} { printf("%s is a conditional\n", yytext); }
{ITERATORS} { printf("%s is an iterator\n", yytext); }
{DIGIT} { printf("%s is a digit\n", yytext); }
{NUMBER} { printf("%s is a number\n", yytext); }
{REAL} { printf("%s is a real number\n", yytext); }
{PREPROCESSOR} { printf("%s is a preprocessor directive\n", yytext); }
{DELIMITER} { printf("%s is a delimiter\n", yytext); }
{KEYWORD} { printf("%s is a keyword\n", yytext); }
{IDENTIFIER} { printf("%s is an identifier\n", yytext); }
{COMMENT} { printf("%s is a comment\n", yytext); }
```

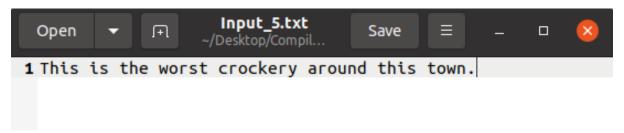
```
{AOPERATOR} { printf("%s is a mathematical operator\n", yytext); }
{LOPERATOR} { printf("%s is a logical operator\n", yytext); }
{BLOCK_BEGINS} { printf("Block begins\n", yytext); }
{BLOCK_ENDS} { printf("Block ends\n", yytext); }
{FILE} { printf("%s is a file\n", yytext); }
{UNARY} { printf("%s is a unary operator\n", yytext); }
{FUNCTION} { printf("%s is a function\n", yytext); }
{FORMAT_SPECIFIER} {printf("%s is a format specifier\n", yytext); }
%%
int yywrap(){
return 1;
}
int main(int argc, char *argv[]) {
extern FILE *yyin;
yyin = fopen(argv[1],"r");
yylex();
return 0;
}
```

```
shreyansh@shreyansh-VirtualBox: ~/Desktop/Compiler Design lab
shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$ ./a.out
int p=1,d=0,r=4;
float m=0.0, n=200.0;
while (p <= 3)
     {\if(d==0)
           { m= m+n*r+4.5; d++; }
        else
            { r++; m=m+r+1000.0; }
int is a keyword
  is a delimiter
  is an identifier
  is a mathematical operator
  is a digit
d is an identifier
  is a mathematical operator
  is a digit
  is an identifier
   s a mathematical operator
```

# Program 5: Design a LEX Code to count and print the number of total characters, words, white spaces in given 'Input.txt' file

```
%{
#include<stdio.h>
int words=0,spaces=0,tchar=0,line=0;
%}
%%
\n line++;
" " {spaces++;words++;}
[\t\n] {words++;}
. {tchar++;}
%%
int yywrap(){
return 1;
}
int main(int argc, char *argv[])
{
extern FILE *yyin;
yyin = fopen("Input_5.txt","r");
yylex();
printf("\nLines: %d Characters: %d WORDS: %d SPACES %d
\n",line,tchar,words,spaces);
return 0;
}
```

#### Input:

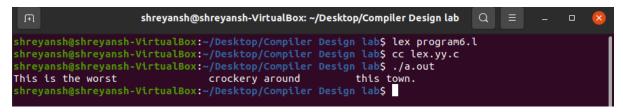


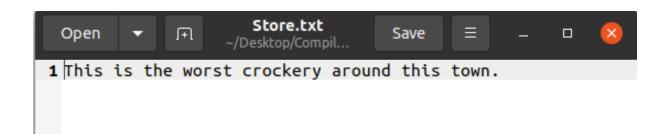
#### **Output:**

# Program 6: Design a LEX Code to remove the extra spaces and empty line and write it into "Store.txt" file.

```
%{
%}
space [ \t]
emptyline \n
%%
{space}+ fprintf(yyout," ");
{emptyline}+ fprintf(yyout,"\n");
. {fprintf(yyout,"%s",yytext);}
%%
int yywrap(){
return 1;
}
int main(int argc, char *argv[])
{
```

```
extern FILE *yyout;
yyout = fopen("Store.txt","w");
yylex();
return 0;
}
```





# Program 7: Design a LEX Code to remove the comments from any C-Program given at run-time and store into "comment.txt" file.

```
%{
%}
%%
\times \times
```

```
int main(int argc, char *argv[])
{
  extern FILE *yyout;
  yyout = fopen("comment.txt","w");
  yylex();
  return 0;
}
```

```
comment.txt
                                                   \equiv
 Open
               F
                                          Save
                                                               ~/Desktop/Compil...
           Store.txt
                                              comment.txt
1 int p=1,d=0,r=4;
2 float m=0.0, n=200.0;
3 \text{ while } (p \le 3)
       f if(d==0)
4
5
               { m= m+n*r+4.5; d++;
6
           else
7
               { r++; m=m+r+1000.0;
8
    D++;
```

Program 8: Design a LEX Code to extract all html tags in the given HTML file at run time and store into Text file "Tags.txt" given at run time.

#### Code:

```
%{
%}
%%
"<"[^>]*> {printf("%s\n",yytext);}
.;
%%
int yywrap(){
return 1;
}
int main(int argc, char *argv[])
{
extern FILE *yyin;
yyin = fopen("Tags.txt","r");
yylex();
return 0;
}
```

## **Input:**

```
shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$ lex program8.l shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$ cc lex.yy.c shreyansh@shreyansh-VirtualBox:~/Desktop/Compiler Design lab$ ./a.out <a href="https://documents.com/linearing/linearing/">https://documents.com/linearing/linearing/</a> / Desktop/Compiler Design lab$ ./a.out <a href="https://documents.com/linearing/">httml></a> <a href="https://documents.com/linearing/">httml></a> <a href="https://documents.com/linearing/">httml></a> <a href="https://documents.com/linearing/">httml></a> <a href="https://documents.com/linearing/">httml></a> <a href="https://documents.com/linearing/">httml></a> <a href="https://documents.com/linearing/">httml><a href="https://documents.com/linearing/">https://documents.com/linearing/</a> <a href="https://documents.com/li
```