LANGUAGE TRANSLATOR

Scanner phase implementation of assigned project in "C" language.

Regular Expressions:

letter

```
sletter --> [a-z]
assop --> =
relop --> + | - | <-> | ?
singlequote --> '
doublequote--> "
```

--> [a-z A-Z]

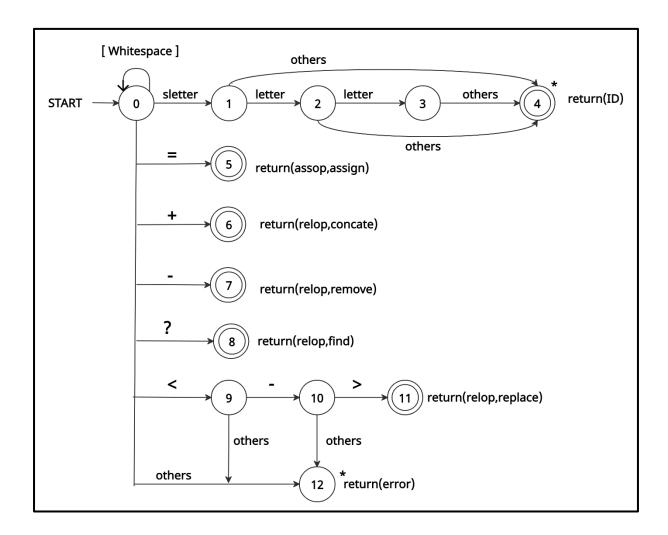
string --> string char --> char int --> int

id --> sletter(letter)?(letter)?
whitespace --> (space|tab|newline)*

Token Table:

Regular Expression	TOKEN	Attribute-Value
WS	-	-
id	id	pointer to table entry
string	string	-
char	char	-
int	Int	-
=	assop	assign
+	relop	concate
-	relop	remove
<->	relop	replace
,	relop	find
′	singlequote	quotes
u	doublequote	quotes

DFA:



Algorithm:

```
Lexer()
{
  input(c);
  state=0;
  while(c!=EOF)
  {
    switch(state)
    {
       case 0: if(c==' ' || c=='\t' || c=='\n') state=0;
            else if(c == sletter) state = 1;
            else if(c == '=') state = 5;
            else if(c == '+') state = 6;
            else if(c == '-') state = 7;
            else if(c == '?') state = 8;
            else if(c == '<') state = 9;
            else state = 12;
            break;
       case 1: input(c);
            if(c == letter) state = 2;
            else state = 4;
            break;
       case 2: input(c);
            if(c == letter)
                            state=3;
            else state = 4;
            break;
       case 3: input(c);
            if(c == other) state=4;
            break;
```

```
unput(c);
           return(ID);
      case 5: state = 0;
           return(assop,assign);
      case 6: state = 0;
           return(relop,concate);
      case 7: state = 0;
           return(relop,remove);
      case 8: state = 0;
           return(relop,find);
      case 9: input(c);
           if(c == '-')
                                 state = 10;
           else state=12;
           break;
      case 10: input(c);
            if(c == '>')
                                 state = 11;
            else state=12;
            break;
      case 11: state = 0;
            return(relop,replace);
      case 12: unput(c);
            return(error);
    }
}
```

case 4: state=0;