```
LEX
%{
#include <stdio.h>
int line number = 1;
void print_token(const char* token_type, const char* yytext) {
  printf("%d: %s '%s'\n", line_number, token_type, yytext);
}
%}
%%
/* Identifiers (Variables and Constants) */
[a-z][a-zA-Z0-9]* { print_token("VARIABLE", yytext); }
[A-Z][A-Z0-9]* { print_token("CONSTANT", yytext); }
/* Numbers (Integers and Floats) */
[0-9]+\.[0-9]+ { print_token("FLOAT", yytext); }
[0-9]+
             { print_token("INTEGER", yytext); }
/* Keywords */
if|else|while|return|int|float { print_token("KEYWORD", yytext); }
/* Operators */
"=="|"!="|"<="|">="|"&&"|"||" { print_token("OPERATOR", yytext); }
[+\-*/]
                    { print token("SIMPLE OPERATOR", yytext); }
/* String Literals */
\"([^"\\]|\\.)*\" { print_token("STRING LITERAL", yytext); }
/* Comments */
"//"[^"\n"]*
                 { /* Skip single-line comment */ }
"/*"([^*"]|"*"+[^*/])*"*"+"/" { /* Skip multi-line comment */ }
/* Whitespace and Newlines */
[\t]+
            { /* Skip whitespace */ }
\n
            { ++line_number; }
%%
int main(int argc, char **argv) {
  yylex();
  return 0;
}
```

```
YACC / Bison
%{
#include <stdio.h>
#include <stdlib.h>
void yyerror(const char *s);
int yylex(void);
%}
%token NUMBER IDENTIFIER
%token PLUS MINUS MULTIPLY DIVIDE ASSIGN
%token LPAREN RPAREN LBRACE RBRACE
%token IF ELSE WHILE
%%
/* Production rules */
program:
  | program statement
statement:
   assignment
  | conditional
  loop
  | '{' program '}'
assignment:
  IDENTIFIER ASSIGN expression ';'
  ;
conditional:
  IF '(' expression ')' statement
  | IF '(' expression ')' statement ELSE statement
  ;
loop:
  WHILE '(' expression ')' statement
  ;
expression:
   expression PLUS term
  | expression MINUS term
  | term
```

```
term:
   term MULTIPLY factor
  | term DIVIDE factor
  | factor
factor:
   NUMBER
  | IDENTIFIER
  | LPAREN expression RPAREN
%%
/* Auxiliary functions */
void yyerror(const char *s) {
 fprintf(stderr, "Error: %s\n", s);
}
int main(void) {
  printf("Enter your code:\n");
  yyparse();
 return 0;
}
```