## Ex No: 6

#### Date:

# RECOGNIZE A VALID VARIABLE WITH LETTERS AND DIGITS USING LEX AND YACC

#### AIM:

To recognize a valid variable which starts with a letter followed by any number of letters or digits.

#### **ALGORITHM:**

- Include necessary headers and declarations within `% { % }` in the lexer file.
- Define rules to match identifiers (starting with a letter or underscore, followed by letters, digits, or underscores) and return token `letter`.
- Define a rule to match digits (single digit) and return token `digit`.
- Define a rule to match any other character and return it.
- Define a rule to match newline character and return 0 to indicate end of input.
- Implement `yywrap()` function to return 1, indicating end of input.
- In the parser file, include necessary headers and declarations within `% {
   % }`.
- Define tokens `digit` and `letter`.
- Specify grammar rules for parsing identifiers recursively.
- Implement `yyerror()` function to handle parsing errors, setting `valid` flag to 0.
- In `main()` function, prompt the user to enter a name to test for an identifier.
- Call `yyparse()` to initiate parsing.
- If `valid` flag is set, print "It is an identifier", else print "It is not an identifier".

### **PROGRAM:**

## variable.l:

```
%%
int yywrap(){
return 1;
variable.y:
% {
  #include<stdio.h>
  int valid=1;
% }
%token digit letter
%%
start: letter s
s: letter s
   | digit s
%%
int yyerror()
  printf("\nIts not an identifier!\n");
  valid=0;
  return 0;
int main() {
  printf("\nEnter a name to test for an identifier: ");
  yyparse();
  if(valid) {
     printf("\nIt is an identifier!\n");
  } }
```

## **OUTPUT:**

## **RESULT:**