

**Ex No: 4**

**Date:5/3/24**

## **DESIGN A DESK CALCULATOR USING LEX TOOL**

### **AIM:**

To create a calculator that performs addition, subtraction, multiplication and division using lex tool.

### **ALGORITHM:**

- In the headers section declare the variables that is used in the program including header files if necessary.
- In the definitions section assign symbols to the function/computations we use along with REGEX expressions.
- In the rules section assign dig() function to the dig variable declared.
- In the definition section increment the values accordingly to the arithmetic functions respectively.
- In the user defined section convert the string into a number using atof() function.
- Define switch case for different computations.
- Define the main () and yywrap() function.

### **PROGRAM:**

```
% {
int op = 0,i;
float a, b;
% }
dig [0-9]+|([0-9]*)."([0-9]+)
add "+"
sub "-"
mul "*"
div "/"
pow "^"
ln \n
%%
{ dig } { digi(); }
{ add } { op=1; }
{ sub } { op=2; }
{ mul } { op=3; }
{ div } { op=4; }
{ pow } { op=5; }
{ ln } { printf("\n The Answer :%f\n\n",a); }
%%
digi(){
if(op==0)
a=atof(yytext);
```

```

else{
b=atof(yytext);
switch(op){
case 1:a=a+b;
break;
case 2:a=a-b;
break;
case 3:a=a*b;
break;
case 4:a=a/b;
break;
case 5:for(i=a;b>1;b--)
a=a*i;
break;
}
op=0; } }
main(intargv,char *argc[])
{
yylex();}
yywrap()
{
return 1;
}

```

### OUTPUT:

```

thirueswaran@thirueswaran-Inspiron-3443:~$ touch ex4.l
thirueswaran@thirueswaran-Inspiron-3443:~$ lex ex4.l
thirueswaran@thirueswaran-Inspiron-3443:~$ cc lex.yy.c
thirueswaran@thirueswaran-Inspiron-3443:~$ ./a.out
5*4

The Answer :20.000000

2+3

The Answer :5.000000

8-2

The Answer :6.000000

```

### RESULT:

Thus to design a desk calculator using lex tool has been executed successfully.