## Ministerul Educației și Cercetării al Republicii Moldova Universitatea Tehnică a Moldovei Facultatea Calculatoare, Informatică și Microelectronică

## LABORATORY WORK NO.6

Topic: Parser

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## Objectives:

- 1.Get familiar with parsing, what it is and how it can be programmed [1].
- 2.Get familiar with the concept of AST [2].
- 3.In addition to what has been done in the 3rd lab work do the following:

i.In case you didn't have a type that denotes the possible types of tokens you need to:

a. Have a type *TokenType* (like an enum) that can be used in the lexical analysis to categorize the tokens.

b.Please use regular expressions to identify the type of the token.

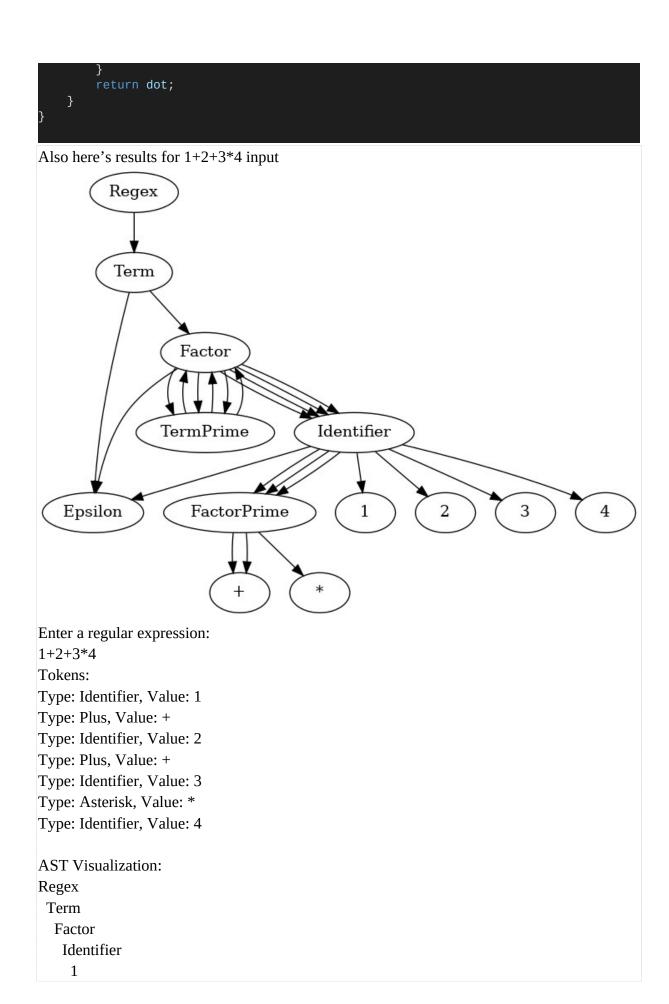
ii.Implement the necessary data structures for an AST that could be used for the text you have processed in the 3rd lab work.

iii.Implement a simple parser program that could extract the syntactic information from the input text.

## Implementation:

It's literally code from 3rd lab (lexer) with addition of

```
public class ASTNode
   public string NodeType { get; set; }
   public List<ASTNode> Children { get; set; }
   public ASTNode(string nodeType)
        NodeType = nodeType;
       Children = new List<ASTNode>();
   public void Print(int indent = 0)
       Console.WriteLine(new string(' ', indent) + NodeType);
       foreach (var child in Children)
           child.Print(indent + 2);
   public string ToDotString()
        string dot = $"\"{NodeType}\"";
        foreach (var child in Children)
           dot += $" -> \"{child.NodeType}\"";
        dot += ";";
        foreach (var child in Children)
           dot += "\n" + child.ToDotString();
```



```
FactorPrime
   +
 TermPrime
  Factor
   Identifier
    2
   FactorPrime
  TermPrime
   Factor
    Identifier
     3
    FactorPrime
   TermPrime
    Factor
     Identifier
      4
     Epsilon
    Epsilon
Epsilon
```

AST visualization saved as /home/urmjsty/software\_eng/RiderProjects/LFALab/AST/ast.png