

## WEEK-3

(1BM21CS234)

Write a program in LEX to recognize Floating Point Numbers.

**Code:**

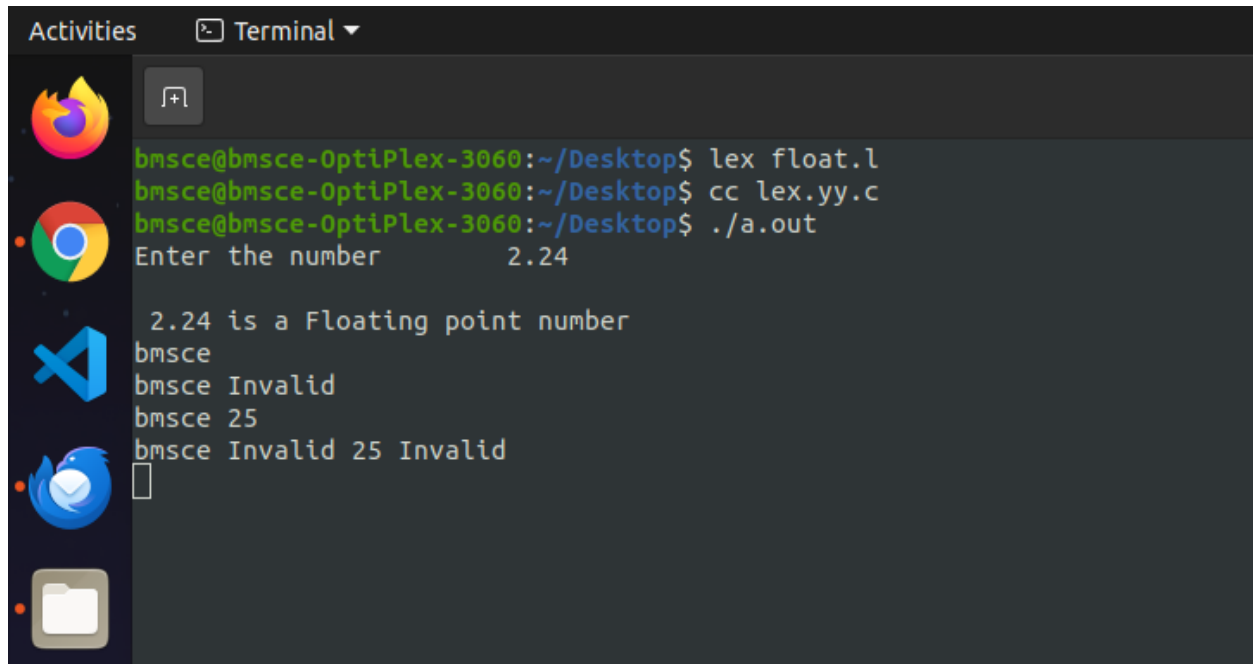
```
%{
#include<stdio.h>
#include<stdio.h>
}%

%%
^[+]?[0-9]*[.][0-9]+$ {printf("\n %s is a Floating point number",yytext);}
[a-zA-Z]*[a-zA-Z0-9]* {printf("%s Invalid",yytext);}
%%

int yywrap(){
}

int main(){
printf("Enter the number\t");
yylex();
return 0;
}
```

## Output:



A terminal window titled "Terminal" with a dark background. The prompt is `bmsce@bmsce-OptiPlex-3060:~/Desktop$`. The user enters `lex float.l`, `cc lex.yy.c`, and `./a.out`. The program outputs "Enter the number" followed by "2.24". Then it outputs "2.24 is a Floating point number". After a blank line, it outputs "bmsce", "bmsce Invalid", "bmsce 25", and "bmsce Invalid 25 Invalid". A cursor is visible on the line following the last output.

```
bmsce@bmsce-OptiPlex-3060:~/Desktop$ lex float.l
bmsce@bmsce-OptiPlex-3060:~/Desktop$ cc lex.yy.c
bmsce@bmsce-OptiPlex-3060:~/Desktop$ ./a.out
Enter the number      2.24

2.24 is a Floating point number

bmsce
bmsce Invalid
bmsce 25
bmsce Invalid 25 Invalid
█
```