

Ex No: 1

Date:

## IMPLEMENT CODE TO RECOGNIZE TOKENS IN C

### AIM:

To implement the program to identify C keywords, identifiers, operators, end statements like [], { } using C tool.

### ALGORITHM:

- We identify the basic tokens in c such as keywords, numbers, variables, etc.
- Declare the required header files.
- Get the input from the user as a string and it is passed to a function for processing.
- The functions are written separately for each token and the result is returned in the form of bool either true or false to the main computation function.
- Functions are issymbol() for checking basic symbols such as () etc , isoperator() to check for operators like +, -, \*, / , isidentifier() to check for variables like a,b, iskeyword() to check the 32 keywords like while etc., isInteger() to check for numbers in combinations of 0-9, isnumber() to check for digits and substring().
- Declare a function detecttokens() that is used for string manipulation and iteration then the result is returned from the functions to the main. If it's an invalid identifier error must be printed.
- Declare main function get the input from the user and pass to detecttokens() function.

### PROGRAM:

```
#include<stdio.h>
int main(){
    int count=0,k=0,i=0;
    char a[25];
    printf("Enter expression : ");
    fgets(a,25,stdin);
    while(a[i]!='\0'){
        if(isalpha(a[i])){
            printf("%c - identifier\n",a[i]);
        }
        else if(a[i]=='+' || a[i]=='-' || a[i]=='*' || a[i]=='/'){
            printf("%c - arithmetic operator\n",a[i]);
        }
        else if(a[i]=='='){
            printf("%c - assignment operator\n",a[i]);
        }
        else if(isdigit(a[i])){
            char b[k];
            while(isdigit(a[i])){
                b[k++]=a[i];
                i++;
            }
            printf("%s - digit\n",b);
            k=0;
        }
    }
}
```

```
        i=i-1;
    }
    i++;
}
}
```

### **OUTPUT:**

```
[root@localhost-live 210701306]# vi ex1.c
[root@localhost-live 210701306]# cc ex1.c
[root@localhost-live 210701306]# ./a.out
Enter expression : x=y+z
x - identifier
= - assignment operator
y - identifier
+ - arithmetic operator
z - identifier
```

### **RESULT**