Compiler Design Lab

Assignment-8 Implementation of code optimization techniques

Name: Vikraman S Reg No.: 185001195

Code:

```
#include<stdio.h>
#include<string.h>
#include<stdlib.h>
void main()
{
    FILE *fp;
    fp=fopen("input.txt","r");
    while(!feof(fp))
        char st[100];
        fscanf(fp," %[^{n}]",st);
        if(!feof(fp))
        {
            if (st[3]=='+')
                if(st[2]=='0'||st[4]=='0')
                    printf("Line Eliminated\n");
                }
                else
                    printf("%s\n",st);
            else if(st[3]=='*')
                if(st[2]=='1'||st[4]=='1')
                    printf("Line Eliminated\n");
                }
                else
                    printf("%s\n",st);
            }
            else if(st[3]=='-')
                if(st[4]=='0')
                {
                    printf("Line Eliminated\n");
                }
                else if(st[2]=='0')
                     sprintf(st,"%c%c%c%c",st[0],st[1],st[3],st[4]);
                    printf("%s\n",st);
                }
                else
                    printf("%s\n",st);
```

```
}
            else if(st[3]=='/')
                 if(st[4] == '1')
                     printf("Line Eliminated\n");
                 else if(st[2]=='0')
                     sprintf(st,"%c%c0",st[0],st[1]);
                     printf("%s\n",st);
                 }
                 else
                     printf("%s\n",st);
            }
            else if(st[2]=='p' && st[3]=='o' && st[4]=='w')
                 sprintf(st,"%c%c%c*%c",st[0],st[1],st[6],st[6]);
                printf("%s\n",st);
            }
        }
    fclose(fp);
}
input.txt:
a=a+0
i=i+1
i=i*4
a=a*1
a=a-0
a=0-a
a=a/1
a=0/a
a = pow(3, 2)
```

Output:

```
viki@viki:~/Desktop/CD Lab/Ex8$ gcc code_optimisation.c -o a
viki@viki:~/Desktop/CD Lab/Ex8$ ./a
Line Eliminated
i=i+1
i=i*4
Line Eliminated
Line Eliminated
a=-a
Line Eliminated
a=0
a=3*3
viki@viki:~/Desktop/CD Lab/Ex8$ S
```