

LEXICAL ANALYSIS PHASE

Primal
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→ Lexical Analyzer ultimately generates set of tokens from source file & maintains data structure of tokens.

Q) What is Token?

✓ Token is basically a Data Structure or container that contains an information about a valid word.

✓ A token consists of 3 parts,

class → TOKEN {

CP (Class Part),

VP (Value Part),

line #

} → is use for error reporting purpose.

① CS → C++

② class, abstract

③ Multiple Inheritance

④ this, base

⑤ Arrays → 1D

⑥ Struct

→ CP & VP has to be a string value and line# will be a integer value.

→ A proper data structure is require to hold the output from LA phase because that phase output is used in syntax & semantic phase.

Project: To design a compiler.

- You need to have a language and its specifications.
- Your language consist of words, keywords, operators, punctuators, constants, specification of identifiers.

LANGUAGE SPECIFICATIONS

.) List of punctuators:

SL, ML Comments

- ✓ 1) .
- 2) ,
- 3) ;
- 4) :
- 5) ()
- 6) []
- 7) { }

// → SL

/* → ML

.) List of operators:

Arithmetic Operators: +, -, *, /

Relational Operators: <, >, !=, == <<, >>
≤, ≥

Logical Operators: AND, OR, NOT
(&) (||) (!)

Increment - Decrement: ++, --

✓ Assignment Operator : = -

;) List of keywords / reserved words:

Keywords	Class
✓ main	main
✓ void	void
break	break
continue	continue
for	for
do	do
while	while
if	if
else	else
switch	switch
case	case
default	default
return	return
int	data-type
float	data-type
bool	data-type
char	data-type
string	data-type
✓ class	class
✓ interface	interface
✓ static	static
abstract	abstract

✓ public

access-modifiers

Loops
for
do-while

private	access-modifiers ✓
protected	access-modifiers ✓
new	new
this	this

→ Identifiers Specifications:
In our language:

- Identifier will start with an alphabet (either lowercase or uppercase).
- It can be followed by any combination of alphabets & digits.

A: alphabets [A-Z & a-z]
D: digits [0-9]

Regular Expression (R.E):
 $A(A+D)^*$

→ Constants:

- 1) Int Constant = $('+' + '-' + \wedge) D^+$
- 2) Float Constant = $('+' + '-' + \wedge) D^* . D^+$
- 3) String Constant = $"(\backslash(A+C)+B+C)^*"$

A: with \backslash { ' , " , \ } ✓
B: without \backslash { @ , + , ... }
C: with & without \backslash { n , t , b , r , o }