CSE 341 Programming Languages Documentation

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Lex Part:

The provided code is a Flex file defining lexical patterns for a simple programming language. It recognizes keywords, operators, values (including floats), identifiers, comments, and file names. Each pattern triggers an action to return a specific token type, with recognized text stored in yylval. The tokens include keywords (true, false), operators (+, -), and identifiers. The code serves as a lexer for a language processing system, possibly part of a compiler or interpreter for a specialized language, with support for comments, file names, and error handling for unrecognized symbols.

Yacc Part:

Grammer rules are defined here.

Uses tokens generated from lex file.

It decides what to do with tokens and their values based on the grammer rules.

I deleted 3 input taking function call rule.

I used AST technique to produce nested expressions and functions.

VALUEF IDENTIFIER OP_PLUS OP_MINUS OP_DIV OP_MULT OP_OP OP_CP EXIT COMMENT KW_DEF are defined in my grammer. Rest is does no operation.

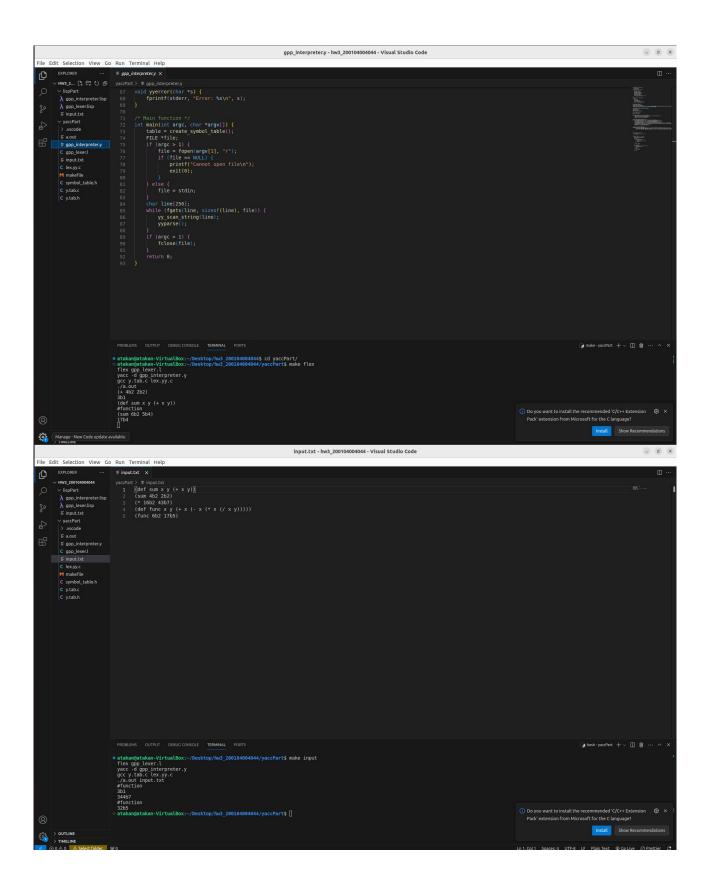
To run my yacc part, you can in console

make flex

to get input line by line from user in console

make input to run file that named "input.txt" write this

It accepts 4b2 values



Lisp part:

In lisp part, It accepts 4b2 values not f.My lisp part only does expressions. It don't have user defined functions. You can enter nested expressions with VALUEF values. It only accepts input from "input.txt" file. It gets its tokens from lexer.lisp file. Exports it to interpreter. In interpreter I divide it and evaluate them recursively. It only accepts one line input. To run the code: "clisp gpp_interpreter.lisp" enter this code in lispPart file.

