

College of Engineering Trivandrum

## Compiler Design Lab



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November 28, 2020



## Exp 2

### 1 Lexical analyzer

#### 1.1 Aim

Implement a Lexical analyzer using Lex Tool

#### 1.2 Theory

**Lexical analyzer.**

Lexical Analysis is the first phase of the compiler also known as a scanner. It converts the High level input program into a sequence of **Tokens**.

- Lexical Analysis can be implemented with the Deterministic finite Automata.
- The output is a sequence of tokens that is sent to the parser for syntax analysis

**What is a token?**

A lexical token is a sequence of characters that can be treated as a unit in the grammar of the programming languages.

Example of tokens:

1. Type token (id, number, real, . . . )
2. Punctuation tokens (IF, void, return, . . . )
3. Alphabetic tokens (keywords)

**Flex (Fast Lexical Analyzer Generator ).**

FLEX (fast lexical analyzer generator) is a tool/computer program for generating lexical analyzers (scanners or lexers) written by Vern Paxson in C around 1987. It is used together with Berkeley Yacc parser generator or GNU Bison parser generator. Flex and Bison both are more flexible than Lex and Yacc and produces faster code. Bison produces parser from the input file provided by the user. The function *yylex()* is automatically generated by the flex when it is provided with a .l file and this *yylex()* function is expected by parser to call to retrieve tokens from current/this token stream.

Note: The function *yylex()* is the main flex function which runs the Rule Section and extension (.l) is the extension used to save the programs.

##### 1.2.1 Program Structure:

In the input file, there are 3 sections:

**1. Definition Section:** The definition section contains the declaration of variables, regular definitions, manifest constants. In the definition section, text is enclosed in “% %” brackets. Anything written in this brackets is copied directly to the file lex.yy.c

**2. Rules Section:** The rules section contains a series of rules in the form: pattern action and pattern must be unintended and action begin on the same line in brackets. The rule section is enclosed in “%% %%”.

**3. User Code Section:** This section contain C statements and additional functions. We can also compile these functions separately and load with the lexical analyzer.

## 1.3 Algorithm

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**Algorithm 1:** Algorithm for Lexical analyzer

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- Step1:** Lex program contains three sections: definitions, rules, and user subroutines. Each section must be separated from the others by a line containing only the delimiter,
- Step2:** In definition section, the variables make up the left column, and their definitions make up the right column. Any C statements should be enclosed in
- Step3:** In rules section, the left column contains the pattern to be recognized in an input file to `yylex()`. The right column contains the C program fragment executed when that pattern is recognized. The various patterns are keywords, operators, new line character, number, string, identifier, beginning and end of block, comment statements, preprocessor directive statements etc.
- Step4:** Each pattern may have a corresponding action, that is, a fragment of C source code to execute when the pattern is matched.
- Step5:** When `yylex()` matches a string in the input stream, it copies the matched text to an external character array, `yytext`, before it executes any actions in the rules section.
- Step6:** In user subroutine section, main routine calls `yylex()`. `yywrap()` is used to get more input.
- Step7:** The lex command uses the rules and actions contained in file to generate a program, `lex.yy.c`, which can be compiled with the `cc` command. That program can then receive input, break the input into the logical pieces defined by the rules in file, and run program fragments contained in the actions in file.
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## 1.4 Code

```
1  %{
2  int COMMENT=0;
3  %}
4  identifier [a-zA-Z][a-zA-Z0-9]*
5  %%
6  #.* {printf("\n%s is a preprocessor directive",yytext);}
7  int |
8  float |
9  char |
10 double |
11 while |
12 for |
13 struct |
14 typedef |
15 do |
16 if |
17 break |
18 continue |
19 void |
20 switch |
21 return |
22 else |
23 goto {printf("\n\t%s is a keyword",yytext);}
24 "/*" {COMMENT=1;}{printf("\n\t %s is a COMMENT",yytext);}
25 {identifier}\( {if(!COMMENT)printf("\nFUNCTION \n\t%s",yytext);}
26 \{ {if(!COMMENT)printf("\n BLOCK BEGINS");}
27 \} {if(!COMMENT)printf("BLOCK ENDS ");}
28 {identifier}\([ [0-9]*\)? {if(!COMMENT) printf("\n %s IDENTIFIER",yytext);}
29 "\. *" {if(!COMMENT)printf("\n\t %s is a STRING",yytext);}
30 [0-9]+ {if(!COMMENT) printf("\n %s is a NUMBER ",yytext);}
31 \(\(:\)? {if(!COMMENT)printf("\n\t");ECHO;printf("\n");}
32 \(\(ECHO;
33 = {if(!COMMENT)printf("\n\t %s is an ASSIGNMENT OPERATOR",yytext);}
34 \<= |
35 \>= |
36 \< |
37 == |
38 \> {if(!COMMENT) printf("\n\t%s is a RELATIONAL OPERATOR",yytext);}
39 %%
40 int main(int argc, char **argv)
41 {
42 FILE *file;
43 file=fopen("var.c","r");
44 if(!file)
45 {
46 printf("could not open the file");
47 exit(0);
```

```

48 }
49 yyin=file;
50 yylex();
51 printf("\n");
52 return(0);
53 }
54 int yywrap()
55 {
56 return(1);
57 }

```

## 1.5 Output

```
abhishek@hephaestus:~/Desktop/S7/CD LAB/C2/lexicalanalyzer$ ./a.out
```

```
#include <stdio.h> is a preprocessor directive
```

```
void is a keyword
```

```
FUNCTION
```

```
main(
)
```

```
BLOCK BEGINS
```

```
int is a keyword
```

```
a IDENTIFIER,
b IDENTIFIER,
c IDENTIFIER;
```

```
a IDENTIFIER
= is an ASSIGNMENT OPERATOR
1 is a NUMBER ;
```

```
b IDENTIFIER
= is an ASSIGNMENT OPERATOR
2 is a NUMBER ;
```

```
c IDENTIFIER
= is an ASSIGNMENT OPERATOR
a IDENTIFIER +
b IDENTIFIER;
```

```
FUNCTION
```

```
printf(
"Sum:%d" is a STRING,
c IDENTIFIER
)
```

```
;
```

```
BLOCK ENDS
```

```
abhishek@hephaestus:~/Desktop/S7/CD LAB/C2/lexicalanalyzer$
```

```
abhishek@hephaestus:~/Desktop/S7/CD LAB/C2/lexicalanalyzer$ ./a.out
```

```
#include <stdio.h> is a preprocessor directive
```

```
void is a keyword
```

```
FUNCTION
```

```
main(
```

)

BLOCK BEGINS

```
        int is a keyword
a IDENTIFIER,
b IDENTIFIER,
c IDENTIFIER;

a IDENTIFIER
    = is an ASSIGNMENT OPERATOR
1 is a NUMBER ;

b IDENTIFIER
    = is an ASSIGNMENT OPERATOR
2 is a NUMBER ;

c IDENTIFIER
    = is an ASSIGNMENT OPERATOR
a IDENTIFIER +
b IDENTIFIER;
```

FUNCTION

```
        printf(
        "Sum:%d" is a STRING,
c IDENTIFIER
        )
;
BLOCK ENDS
```

## 1.6 Result

Implemented the program for Lexical analyzer using lex tool. It was compiled using gcc version 9.3.0, flex 2.6.4 and executed in Ubuntu 20.04 and the above output was obtained.