

PROGRAMS IN DIFFERENT LANGUAGES

THURSDAY, JANUARY 21, 2010

OPERATOR PRECEDENCE PARSER

```
#include <stdio.h>
#include <string.h>
#include <conio.h>
char stack[20],stack1[20],next,s[10];
int top=-1;
char prod[9][10]={
">><<<<<>>",
">><<<<<>>",
">>>><<<<>>",
">>>><<<<>>",
">>>><<<<>>",
">>>>>ee>>",
"<<<<<<<=e",
">>>>>ee>>",
"<<<<<<<";
char G[7][6]={
"E->E+E",
"/E-E",
"/E*E",
"/E/E",
"/(E)",
"/i "
};

int main()
{
char symbol;
int i=0,flag=0;
int j,k;
clrscr();
printf("Grammar\n");
for(j=0;j<7;j++)
{
for(k=0;k<6;k++)
printf("%c",G[j][k]);
printf("\n");
}
printf("\n\n OPERATOR PRECEDENCE RELATIONS \n");
printf("\n ----- \n");
printf("%c\t%c\t%c\t%c\t%c\t%c\t%c\t%c\t%c\t",'+','-','*','/','^','i','(',')','$');
printf("\n-----\n");
for(j=0;j<9;j++)
{
for(k=0;k<10;k++)
printf("%c\t",prod[j][k]);
printf("\n");
}
printf("Enter the string : ");
gets(s);
++top;
stack[top]='$';
next=s[i];
while(1)
{
if(stack[top]=='$'&& next=='$'||next=='\0')
break;
```

LABELS

- Books (1)
- C Language (1)
- C++ Program (1)
- Cheats in Maths (1)
- Compiler Design (7)
- Compiler Design Prog (7)
- Data Base Management Systems (DBMS) (3)
- English (3)
- Flex (1)
- Java (1)
- MASM Programs (MPI) (1)
- Maths (1)
- MS-Dos (1)
- Sports (1)
- Unix (1)

BLOG ARCHIVE

- ▼ 2010 (22)
 - ▼ January (22)
 - Records Of Sachin Tendukar
 - Role Play Topics
 - Role Play Topics
 - ROLE PLAY (Eg)
 - YACC
 - LEX TOOL
 - TOP DOWN PARSER
 - RECURSIVE DESCENT PARSER
 - OPERATOR PRECEDENCE PARSER
 - LR PARSER
 - LEXICAL ANALYSER
 - MS-Dos Programming
 - ADOBE Flex Programming & Applications
 - DBMS Lab Manual
 - Detail Description of C language
 - Tricks to Solve Maths Easy
 - DML/DDL COMMANDS & More (DBMS)
 - DBMS Programs
 - All Data Structure Programs in C++
 - MASM Programs (MPI)
 - Unix Shell Programs
 - Java Lab Manual

ABOUT

Xpert

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```

else
{
symbol=prod[f(stack[top])][f(next)];
if(symbol=='<'||symbol=='=')
{
stack[++top]=symbol;
stack[++top]=next;
}
else if(symbol=='>')
{
do
{
top--;
}while(stack[top]!='<');
stack[++top]=next;
if(next!='$')
{
for(j=0;j<=top;j++)
stack1[j]=stack[j];
stack1[j]=symbol;
}
}
else
flag=1;
next=s[++i];
}
}

```

```

printf("\n STACK : ");
for(j=0;j<=top;j++)
printf("%c",stack1[j]);
printf("%c",'$');
if(flag==0)
printf("\n\n Accepted");
else
printf("Rejected");
return 0;
}

```

```

int f(char ch)
{
switch(ch)
{
case '+':return 0;
case '-':return 1;
case '*':return 2;
case '/':return 3;
case '^':return 4;
case 'i':return 5;
case '(':return 6;
case ')':return 7;
case '$':return 8;
default :
{
printf("\n ERROR ");
exit(0);
}
}
}
}

```

OUTPUT:

OPERATOR PRECEDENCE RELATIONS

+ - * / ^ i () \$

>><<<<>>

>><<<<>>

>>><<<>>

>>><<<>>

>>><<<>>

>>>>ee>>

<<<<<<=e

>>>>ee>>

<<<<<<ee

Enter the string : i + i @ i \$

ERROR

Enter the string : i +i*i\$

STACK : \$<+<*>\$

Accepted

Posted by Xpert at 6:54 AM

Labels: Compiler Design, Compiler Design Prog

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Avishek Roy (C ▼)

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