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## **Lab 2**

### **ALGORITHM:**

Step1: Start the program.

Step2: Declare all the variables and file pointers.

Step3: Display the input program.

Step4: Separate the keyword in the program and display it.

Step5: Display the header files of the input program

Step6: Separate the operators of the input program and display it.

Step7: Print the punctuation marks.

Step8: Print the constant that are present in input program.

Step9: Print the identifiers of the input program.

## Output (Screenshots)-

```
y=x+100;
printf("%d",y);
return;
}
```

Lexemes	Token	Token Class
int	<Key,INT>	Keyword
main	<id,main>	Identifier
{	<STC,>	STC
(	<STC,>	STC
{	<STC,>	STC
int	<Key,INT>	Keyword
x	<id,x>	Identifier
=	<Op,=>	Operator
100	<num,100>	Constant
y	<id,y>	Identifier
,	<STC,>	STC
;	<STC,>	STC
;	<STC,>	STC
+	<Op,+>	Operator
y	<id,y>	Identifier
100	<num,100>	INT
x	<id,x>	Identifier
=	<Op,=>	Operator
x	<id,x>	Identifier
printf	<Key,printf>	Keyword
"%d"	<Str,_d>	String
y	<id,y>	Identifier
)	<STC,>	STC
{	<STC,>	STC
;	<STC,>	STC
;	<STC,>	STC
return	<Key,return>	Keyword
}	<STC,>	STC

Total number of tokens = 28