

EXP:04

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## PATTERN MATCHING AND NFA CONSTRUCTION

1. Write a lex program to validate an expression and to categorize them into infix, prefix and postfix output files.

Sample:

1. Abc+\*
2. A+b-c
3. +\*abc

Postfix file: Abc+\*

Prefix file: +\*abc

Infix file: +\*abc

### CODE:

```
%{  
#include <stdio.h>  
#include <string.h>  
#include <ctype.h>  
FILE *infix, *prefix, *postfix;  
int isOperator(char c) { return c=='+'||c=='-'||c=='*'||c=='/'||c=='^'; }  
int isOperand(char c) { return isalpha(c) || isdigit(c); }  
int isPostfix(const char *exp) {  
    int s=0; for(int i=0; exp[i]; i++)  
        if(isOperand(exp[i])) s++;  
    else if(isOperator(exp[i])) { if(s<2) return 0; s--; }  
    return s==1;  
}  
int isPrefix(const char *exp) {
```

```

int s=0, len=strlen(exp);
for(int i=len-1; i>=0; i--)
    if(isOperand(exp[i])) s++;
    else if(isOperator(exp[i])) { if(s<2) return 0; s--; }
return s==1;
}

int isInfix(const char *exp) {
    int len=strlen(exp), found=0;
    for(int i=1; i<len-1; i++)
        if(isOperand(exp[i-1])&&isOperator(exp[i])&&isOperand(exp[i+1])) found=1;
    return found;
}

%}

%%

[A-Za-z0-9+\-*/^()]+ {
    if(isPrefix(yytext))    fprintf(prefix,"%s\n",yytext);
    else if(isPostfix(yytext)) fprintf(postfix,"%s\n",yytext);
    else if(isInfix(yytext)) fprintf(infix,"%s\n",yytext);
}

[ \t\n]+ ; /* ignore whitespace and newlines */

%%

int main() {
    infix=fopen("infix.txt","w");
    prefix=fopen("prefix.txt","w");
    postfix=fopen("postfix.txt","w");
    yylex();
    fclose(infix); fclose(prefix); fclose(postfix);
    return 0;
}

```

## OUTPUT:

```
input3.txt
~/
1
2   A+B-C
3   X*Y/Z
4   (A+B)*C
5   P-Q+R
6   M*N+O/P
7
8   +AB
9   *+ABC
10  -A/BC
11  +*ABCD
12  -+AB*CD
13
14  AB+
15  AB+C*
16  ABCD+*-
17  XY/Z*
18  PQ-R+
```

```
infix.txt
~/
1 A+B-C
2 X*Y/Z
3 (A+B)*C
4 P-Q+R
5 M*N+O/P
```

```
postfix.txt
~/
1 AB+
2 AB+C*
3 ABCD+*-
4 XY/Z*
5 PQ-R+
```

```
prefix.txt
~/
1 +AB
2 *+ABC
3 -A/BC
4 -+AB*CD
```

2. Write a program to construct NFA from regular expression (a|b)\*.

**CODE:**

```
%{
#include <stdio.h>
#include <string.h>

int q[20][3], j=1, len;
char reg[20];

void print_transition_table() {
    int i;
    printf("\n\tTransition Table \n");
    printf("_____ \n");
    printf("Current State \tInput \tNext State");
    printf("\n_____ \n");
    for(i=0;i<=j;i++)
    {
        if(q[i][0]!=0) printf("\n q[%d]\t | a | q[%d]",i,q[i][0]);
        if(q[i][1]!=0) printf("\n q[%d]\t | b | q[%d]",i,q[i][1]);
        if(q[i][2]!=0)
        {
            if(q[i][2]<10) printf("\n q[%d]\t | e | q[%d]",i,q[i][2]);
            else printf("\n q[%d]\t | e | q[%d] , q[%d]",i,q[i][2]/10,q[i][2]%10);
        }
    }
    printf("\n_____ \n");
}

}%

%%
[a-zA-Z]*e\(\)+ {
    int i=0, a, b;
    for(a=0;a<20;a++)
        for(b=0;b<3;b++)
            q[a][b]=0;

    strcpy(reg, yytext);
    len=strlen(reg);

    j=1; // reset state counter
```

```

while(i<len)
{
    if(reg[i]=='a'&&reg[i+1]!='|'&&reg[i+1]!='*') { q[j][0]=j+1; j++; }
    if(reg[i]=='b'&&reg[i+1]!='|'&&reg[i+1]!='*') { q[j][1]=j+1; j++; }
    if(reg[i]=='e'&&reg[i+1]!='|'&&reg[i+1]!='*') { q[j][2]=j+1; j++; }
    if(reg[i]=='a'&&reg[i+1]=='|'&&reg[i+2]=='b')
    {
        q[j][2]=(j+1)*10+(j+3); j++;
        q[j][0]=j+1; j++;
        q[j][2]=j+3; j++;
        q[j][1]=j+1; j++;
        q[j][2]=j+1; j++;
        i=i+2;
    }
    if(reg[i]=='b'&&reg[i+1]=='|'&&reg[i+2]=='a')
    {
        q[j][2]=(j+1)*10+(j+3); j++;
        q[j][1]=j+1; j++;
        q[j][2]=j+3; j++;
        q[j][0]=j+1; j++;
        q[j][2]=j+1; j++;
        i=i+2;
    }
    if(reg[i]=='a'&&reg[i+1]=='*')
    {
        q[j][2]=(j+1)*10+(j+3); j++;
        q[j][0]=j+1; j++;
        q[j][2]=(j+1)*10+(j-1); j++;
    }
    if(reg[i]=='b'&&reg[i+1]=='*')
    {
        q[j][2]=(j+1)*10+(j+3); j++;
        q[j][1]=j+1; j++;
        q[j][2]=(j+1)*10+(j-1); j++;
    }
    if(reg[i]==')'&&reg[i+1]=='*')
    {
        q[0][2]=(j+1)*10+1;
        q[j][2]=(j+1)*10+1;
        j++;
    }
    i++;
}
printf("Given regular expression: %s\n", reg);
print_transition_table();
}

```

```

\n ;
. ;
%%

int yywrap(void) { return 1; }

int main(void) {
    printf("Enter a regular expression (over a, b, e, |, *, (, )):\n");
    yylex();
    return 0;
}

```

## OUTPUT:

```

adimax@LAPTOP-6RINASNI:/mnt/c/Users/adith/OneDrive/Documents$ flex adi.l
adimax@LAPTOP-6RINASNI:/mnt/c/Users/adith/OneDrive/Documents$ gcc lex.yy.c -lf1 -o adi
adimax@LAPTOP-6RINASNI:/mnt/c/Users/adith/OneDrive/Documents$ ./adi
Enter a regular expression (over a, b, e, |, *, (, )):
(a|b)*
Given regular expression: (a|b)*

```

Transition Table

Current State	Input	Next State
q[0]	e	q[7] , q[1]
q[1]	e	q[2] , q[4]
q[2]	a	q[3]
q[3]	e	q[6]
q[4]	b	q[5]
q[5]	e	q[6]
q[6]	e	q[7] , q[1]

## RESULT:

The code and outputs for the LEX program and have been executed and verified.