



VIT[®]

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CHENNAI

Name: Aditya .

Reg No: 23BCE1344 .

Subject: Compiler Design .

Lab Task: ASSESSMENT-2 .

~ Dr. Sureshkumar WI

Aim:

- i) To construct a lexical analyzer to identify tokens from:
 - a) A simple statement stored in a linear array.
 - b) A small program (not exceeding 5 lines) stored in a text file.
 - c) A small program (not exceeding 5 lines) input by the user and stored in a text file.
- ii) To construct a lexical analyzer using the LEX tool to identify tokens from a given input.

i) To construct a lexical analyzer

Algorithm:

1. Initialize: Define token types (keywords, identifiers, operators, literals, etc.).
2. Read Input:
 - For a simple statement: Read from a linear array.
 - For a small program: Read from a text file.
3. Tokenize:
 - Traverse each character in the input.
 - Identify and classify tokens based on predefined rules.
 - Store identified tokens in a list.
4. Output Tokens: Print or store the list of tokens.

Source Code:

```
#include <stdbool.h>
#include <stdio.h>
#include <string.h>
#include <stdlib.h>
#include <ctype.h>

bool isDelimiter(char ch) {
    return (ch == ' ' || ch == '+' || ch == '-' || ch == '*' ||
           ch == '/' || ch == ',' || ch == ';' || ch == '>' ||
           ch == '<' || ch == '=' || ch == '(' || ch == ')' ||
           ch == '[' || ch == ']' || ch == '{' || ch == '}');
}

bool isOperator(char ch) {
    return (ch == '+' || ch == '-' || ch == '*' ||
           ch == '/' || ch == '>' || ch == '<' ||
           ch == '=');
}

bool validIdentifier(char* str) {
    return !(str[0] >= '0' && str[0] <= '9') && !isDelimiter(str[0]);
}

bool isKeyword(char* str) {
    return (!strcmp(str, "if") || !strcmp(str, "else") ||
           !strcmp(str, "while") || !strcmp(str, "do") ||
```

```

!strcmp(str, "break") || !strcmp(str, "continue") ||
!strcmp(str, "int") || !strcmp(str, "double") ||
!strcmp(str, "float") || !strcmp(str, "return") ||
!strcmp(str, "char") || !strcmp(str, "case") ||
!strcmp(str, "sizeof") || !strcmp(str, "long") ||
!strcmp(str, "short") || !strcmp(str, "typedef") ||
!strcmp(str, "switch") || !strcmp(str, "unsigned") ||
!strcmp(str, "void") || !strcmp(str, "static") ||
!strcmp(str, "struct") || !strcmp(str, "goto"));
}

bool isInteger(char* str) {
    int i, len = strlen(str);
    if (len == 0) return false;
    for (i = 0; i < len; i++) {
        if (!isdigit(str[i]) || (str[i] == '-' && i > 0))
            return false;
    }
    return true;
}

bool isRealNumber(char* str) {
    int i, len = strlen(str);
    bool hasDecimal = false;
    if (len == 0) return false;
    for (i = 0; i < len; i++) {
        if (!isdigit(str[i]) && str[i] != '.' ||
            (str[i] == '-' && i > 0))
            return false;
        if (str[i] == '.')
            hasDecimal = true;
    }
    return hasDecimal;
}

char* subString(char* str, int left, int right) {
    int i;
    char* subStr = (char*)malloc(sizeof(char) * (right - left + 2));
    for (i = left; i <= right; i++)
        subStr[i - left] = str[i];
    subStr[right - left + 1] = '\0';
    return subStr;
}

void parse(char* str, FILE* outputFile) {
    int left = 0, right = 0;
    int len = strlen(str);
    bool expectingIdentifier = false;
    while (right <= len && left <= right) {
        if (!isDelimiter(str[right]))
            right++;
        if (isDelimiter(str[right]) && left == right) {
            if (isOperator(str[right]))
                fprintf(outputFile, "%c IS AN OPERATOR\n", str[right]);
            right++;
            left = right;
        }
    }
}

```

```

} else if (isDelimiter(str[right]) && left != right || (right == len && left != right)) {
    char* subStr = subString(str, left, right - 1);
    if (isKeyword(subStr)) {
        fprintf(outputFile, "%s IS A KEYWORD\n", subStr);
        expectingIdentifier = true;
    } else if (expectingIdentifier) {
        if (validIdentifier(subStr)) {
            fprintf(outputFile, "%s IS A VALID IDENTIFIER\n", subStr);
        } else {
            fprintf(outputFile, "%s IS NOT A VALID IDENTIFIER\n",
subStr);
        }
        expectingIdentifier = false;
    } else if (isInteger(subStr)) {
        fprintf(outputFile, "%s IS AN INTEGER\n", subStr);
    } else if (isRealNumber(subStr)) {
        fprintf(outputFile, "%s IS A REAL NUMBER\n", subStr);
    } else if (validIdentifier(subStr) && !isDelimiter(str[right - 1])) {
        fprintf(outputFile, "%s IS A VALID IDENTIFIER\n", subStr);
    } else if (!validIdentifier(subStr) && !isDelimiter(str[right - 1])) {
        fprintf(outputFile, "%s IS NOT A VALID IDENTIFIER\n", subStr);
    }
    free(subStr);
    left = right;
}
}
return;
}
void parseAndPrint(char* str) {
    int left = 0, right = 0;
    int len = strlen(str);
    bool expectingIdentifier = false;
    while (right <= len && left <= right) {
        if (!isDelimiter(str[right]))
            right++;
        if (isDelimiter(str[right]) && left == right) {
            if (isOperator(str[right]))
                printf("%c IS AN OPERATOR\n", str[right]);
            right++;
            left = right;
        } else if (isDelimiter(str[right]) && left != right || (right == len && left != right)) {
            char* subStr = subString(str, left, right - 1);
            if (isKeyword(subStr)) {
                printf("%s IS A KEYWORD\n", subStr);
                expectingIdentifier = true;
            } else if (expectingIdentifier) {
                if (validIdentifier(subStr)) {
                    printf("%s IS A VALID IDENTIFIER\n", subStr);
                } else {
                    printf("%s IS NOT A VALID IDENTIFIER\n", subStr);
                }
            }
            expectingIdentifier = false;
        }
    }
}

```

```

        } else if (isInteger(subStr)) {
            printf("%s' IS AN INTEGER\n", subStr);
        } else if (isRealNumber(subStr)) {
            printf("%s' IS A REAL NUMBER\n", subStr);
        } else if (isValidIdentifier(subStr) && !isDelimiter(str[right - 1])) {
            printf("%s' IS A VALID IDENTIFIER\n", subStr);
        } else if (!isValidIdentifier(subStr) && !isDelimiter(str[right - 1])) {
            printf("%s' IS NOT A VALID IDENTIFIER\n", subStr);
        }
        free(subStr);
        left = right;
    }
}
return;
}
void tokenizeFromArray(char* statement) {
    parseAndPrint(statement);
}
void tokenizeFromFile(char* filename) {
    FILE *file, *outputFile;
    char line[256];
    file = fopen(filename, "r");
    outputFile = fopen("output.txt", "w");
    if (file == NULL || outputFile == NULL) {
        printf("Could not open file.\n");
        return;
    }
    while (fgets(line, sizeof(line), file)) {
        parse(line, outputFile);
    }
    fclose(file);
    fclose(outputFile);
    printf("Tokenized Output is stored in output.txt\n");
}
void tokenizeFromUserInput() {
    FILE *file;
    char line[256];
    int lineCount = 0;
    file = fopen("input.txt", "w");
    if (file == NULL) {
        printf("Could not open file.\n");
        return;
    }
    printf("Enter a small C program (up to 5 lines):\n");
    while (lineCount < 5 && fgets(line, sizeof(line), stdin)) {
        fprintf(file, "%s", line);
        lineCount++;
    }
    fclose(file);
    tokenizeFromFile("input.txt");
}
int main() {

```

```
int choice;
char statement[256];
while (1) {
    printf("\nMenu:\n");
    printf("1. Tokenize a simple statement stored in a linear array\n");
    printf("2. Tokenize a small program stored in a text file\n");
    printf("3. Tokenize a small program input by the user and stored in a text file\n");
    printf("4. Exit\n");
    printf("Enter your choice: ");
    scanf("%d", &choice);
    getchar();
    switch (choice) {
        case 1:
            printf("Enter a simple statement:\n");
            fgets(statement, sizeof(statement), stdin);
            statement[strcspn(statement, "\n")] = '\0';
            tokenizeFromArray(statement);
            break;
        case 2:
            tokenizeFromFile("input.txt");
            break;
        case 3:
            tokenizeFromUserInput();
            break;
        case 4:
            exit(0);
        default:
            printf("Invalid choice. Please try again.\n");
    }
}
return 0;
}
```

Input and Output:

```
PS C:\Users\scope1\Desktop\23BCE1344> ./a.exe

Menu:
1. Tokenize a simple statement stored in a linear array
2. Tokenize a small program stored in a text file
3. Tokenize a small program input by the user and stored in a text file
4. Exit

Enter your choice: 1
Enter a simple statement:
int x =5;
'int' IS A KEYWORD
'x' IS A VALID IDENTIFIER
'=' IS AN OPERATOR
'5' IS AN INTEGER

Menu:
1. Tokenize a simple statement stored in a linear array
2. Tokenize a small program stored in a text file
3. Tokenize a small program input by the user and stored in a text file
4. Exit

Enter your choice: 2
Tokenized Output is stored in output.txt

Menu:
1. Tokenize a simple statement stored in a linear array
2. Tokenize a small program stored in a text file
3. Tokenize a small program input by the user and stored in a text file
4. Exit

Enter your choice: 3
Enter a small C program (up to 5 lines):
int main{
printf("Hello world");
}

Tokenized Output is stored in output.txt

Menu:
1. Tokenize a simple statement stored in a linear array
2. Tokenize a small program stored in a text file
3. Tokenize a small program input by the user and stored in a text file
4. Exit

Enter your choice: 4
```

ii)

Algorithm :

1. Define Tokens: Specify regular expressions for different token types (keywords, identifiers, operators, literals, etc.) in the LEX file.
2. Write LEX Rules:
 - Use LEX syntax to associate regular expressions with corresponding actions.
 - Actions typically involve printing or storing the identified tokens.
3. Generate Scanner: Run the LEX tool to generate the scanner (lex.yy.c).
4. Compile and Run: Compile the generated C file with a C compiler and run the executable with input data.

SourceCode:

```
%{  
    int COMMENT = 0;  
}  
  
identifier [a-zA-Z][a-zA-Z0-9]*  
  
%%  
  
#./* { printf("\n%s is a Preprocessor Directive", yytext); }  
  
int |  
float |  
main |  
if |  
else |  
printf |  
scanf |  
for |  
char |  
getch |  
while { printf("\n%s is a Keyword", yytext); }  
  
/* { COMMENT = 1; }  
 */ { COMMENT = 0; }  
  
{identifier}\{ if (!COMMENT) printf("\nFunction:\t%s", yytext); }  
  
\{ { if (!COMMENT) printf("\nBlock Begins"); }  
\} { if (!COMMENT) printf("\nBlock Ends"); }  
  
{identifier}\[[0-9]*]\)? { if (!COMMENT) printf("\n%s is an Identifier", yytext); }  
  
\".*\" { if (!COMMENT) printf("\n%s is a String", yytext); }  
  
[0-9]+ { if (!COMMENT) printf("\n%s is a Number", yytext); }  
  
\(\;)? { if (!COMMENT) { printf("\t"); ECHO; printf("\n"); } }  
  
\ ECHO;
```

```

=           { if (!COMMENT) printf("\n%s is an Assmt oprtr", yytext); }

|<=      |
|>=      |
|<       |
==        { if (!COMMENT) printf("\n%s is a Rel. Operator", yytext); }

.|\\n          ;

%%

int main(int argc, char **argv)
{
    if (argc > 1)
    {
        FILE *file;
        file = fopen(argv[1], "r");

        if (!file)
        {
            printf("\nCould not open the file: %s", argv[1]);
            exit(0);
        }

        yyin = file;
    }

    yylex();
    printf("\n\n");

    return 0;
}

int yywrap()
{
    return 0;
}

```

Input/Output:

```
oslab@oslab-VirtualBox:~/cd$ gedit abc.l
oslab@oslab-VirtualBox:~/cd$ gedit test.c
oslab@oslab-VirtualBox:~/cd$ lex abc.l
oslab@oslab-VirtualBox:~/cd$ ls
abc.l  lex.yy.c  test.c
oslab@oslab-VirtualBox:~/cd$ gcc lex.yy.c
oslab@oslab-VirtualBox:~/cd$ ls
abc.l  a.out  lex.yy.c  test.c
oslab@oslab-VirtualBox:~/cd$ ./a.out
test.c

test is an Identifier
c is an Identifier^C
oslab@oslab-VirtualBox:~/cd$ ./a.out test.c

#include <stdio.h> is a Preprocessor Directive
int is a Keyword
Function:      main(    )

Block Begins
int is a Keyword
a is an Identifier
= is an Assmt oprtr
5 is a Number
char is a Keyword
c is an Identifier
= is an Assmt oprtr
x is an Identifier
Function:      printf(
"Hello world %d %c" is a String
a is an Identifier
c is an Identifier      );
return is an Identifier
0 is a Number
```

Conclusion:

- Successfully implemented a lexical analyzer that can identify and classify tokens from a simple statement, a small program stored in a file, and a user-input small program stored in a file.
- Successfully constructed a lexical analyzer using the LEX tool that accurately identifies and classifies tokens from the input data based on predefined regular expressions.