



VIT[®]

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Subject: Compiler Design .

Lab Task: ASSESSMENT-2 .

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 (validIdentifier(subStr) && !isDelimiter(str[right - 1])) {
            printf("%s' IS A VALID IDENTIFIER\n", subStr);
        } else if (!validIdentifier(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() {

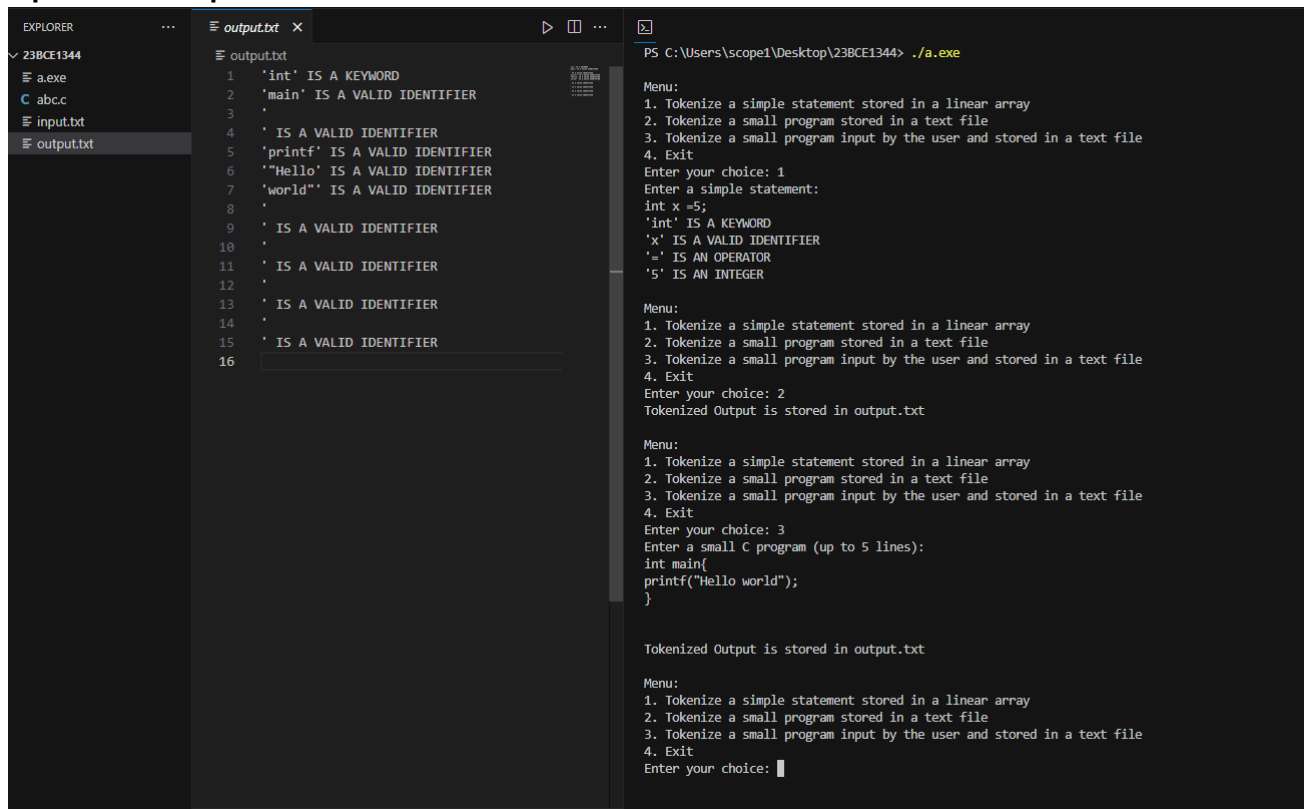
```

```

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:



The screenshot shows a Visual Studio Code editor with three panels. The left panel is the Explorer, showing a file tree with 'a.exe', 'abc.c', 'input.txt', and 'output.txt'. The middle panel is the editor, showing the contents of 'output.txt'. The right panel is the terminal, showing the execution of the program.

output.txt

```
1 'int' IS A KEYWORD
2 'main' IS A VALID IDENTIFIER
3 '
4 ' IS A VALID IDENTIFIER
5 'printf' IS A VALID IDENTIFIER
6 "Hello" IS A VALID IDENTIFIER
7 'world'" IS A VALID IDENTIFIER
8 '
9 ' IS A VALID IDENTIFIER
10 '
11 ' IS A VALID IDENTIFIER
12 '
13 ' IS A VALID IDENTIFIER
14 '
15 ' IS A VALID IDENTIFIER
16
```

Terminal

```
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: 
```

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 optr", 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.