

CSE 358 - ASSIGNMENT 6

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Question 1

LEX Code:

```
≡ q1.l  x
≡ q1.l
1  %{
2  #include "q1.tab.h"           // Required for tokens
3  extern void yyerror(const char *s); // Explicit declaration
4  %}
5
6  %%
7  A  { return A; }
8  B  { return B; }
9  \n { return 0; }
10  . { yyerror("Invalid character detected"); }
11  %%
12
13  int yywrap() { return 1; }
```

YACC Code:

```
q1.y x
q1.y
1  %{
2  #include <stdio.h>
3  int yylex(void);           // Explicit declaration
4  void yyerror(const char *s); // Const-correct prototype
5  %}
6
7  %token A B
8
9  %%
10 start: a_seq b_seq ;
11
12 a_seq: /* empty */ | a_seq A ;
13 b_seq: /* empty */ | b_seq B ;
14 %%
15
16 void yyerror(const char *s) {
17     printf("ERROR: %s\n", s);
18 }
19
20 int main() {
21     yyparse();
22     return 0;
23 }
```

Output:

```
PROBLEMS OUTPUT DEBUG CONSOLE TERMINAL PORTS POLYGLOT NOTEBOOK GITLENS SPELL CHECKER COMMENTS
• arnav@arnav-IdeaPad-Gaming-3-15ACH6:~/Desktop/Compiler-Techniques/LAB 6$ ./q1
ABBB
• arnav@arnav-IdeaPad-Gaming-3-15ACH6:~/Desktop/Compiler-Techniques/LAB 6$ ./q1
AAAAABBBBBB
• arnav@arnav-IdeaPad-Gaming-3-15ACH6:~/Desktop/Compiler-Techniques/LAB 6$ ./q1
ABBAA
ERROR: syntax error
• arnav@arnav-IdeaPad-Gaming-3-15ACH6:~/Desktop/Compiler-Techniques/LAB 6$ ./q1
ABCCC
ERROR: Invalid character detected
ERROR: Invalid character detected
ERROR: Invalid character detected
❖ arnav@arnav-IdeaPad-Gaming-3-15ACH6:~/Desktop/Compiler-Techniques/LAB 6$
```

Question 2

LEX Code:

```
≡ q2.l  ×
≡ q2.l
1  %{
2  #include "q2.tab.h"
3  extern int operands, operators;
4  extern int has_error;
5  extern void yyerror(const char *s);
6  %}
7
8  %%
9  [a-zA-Z_][a-zA-Z0-9_]* { operands++; return ID; }
10 [0-9]+(\.[0-9]*)?      { operands++; return NUMBER; }
11 "+"                   { operators++; return ADD; }
12 "-"                   { operators++; return SUB; }
13 "*"                   { operators++; return MUL; }
14 "/"                   { operators++; return DIV; }
15 \n                   { return END; }
16 [() \t]               ;
17 .                     { yyerror("Invalid token"); }
18 %%
19
20 int yywrap() { return 1; }
```

YACC Code:

```
≡ q2.y  ×
≡ q2.y
1  %{
2  #include <stdio.h>
3  int operands = 0, operators = 0;
4  int has_error = 0;
5  int yylex(void);
6  void yyerror(const char *s);
7  %}
8
9  %token ID NUMBER END
10 %token ADD SUB MUL DIV // Individual operator tokens
11 %left ADD SUB
12 %left MUL DIV
13 %left UMINUS
14
15 %%
16 start: expr END {
17     if (!has_error) {
18         printf("Valid Expression\noperands: %d\noperators: %d\n", operands, operators);
19     }
20 };
21
22 expr: expr ADD expr
23     | expr SUB expr
24     | expr MUL expr
25     | expr DIV expr
26     | SUB expr %prec UMINUS
27     | '(' expr ')'
28     | ID
29     | NUMBER
30 ;
31 %%
32
33 void yyerror(const char *s) {
34     has_error = 1;
35     printf("Error: %s\n", s);
36 }
37
38 int main() {
39     yyparse();
40     return 0;
41 }
```

Output:



```
PROBLEMS  OUTPUT  DEBUG CONSOLE  TERMINAL  PORTS  POLYGLOT NOTEBOOK  GITLENS  SPELL CHECKER  COMMENTS
• arnav@arnav-IdeaPad-Gaming-3-15ACH6:~/Desktop/Compiler-Techniques/LAB 6$ ./q2
a + b
Valid Expression
Operands: 2
Operators: 1
a * + b
Error: syntax error
❖ arnav@arnav-IdeaPad-Gaming-3-15ACH6:~/Desktop/Compiler-Techniques/LAB 6$
```

For full code , refer GitHub

<https://github.com/arnavjain2710/Compiler-Techniques/tree/main/LAB%206>