

Lexical Syntax & Semantic Analyzer

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Lexical Analysis

- Identification of lexemes to tokens with additional information like type, LOD and LOR maintained in the Symbol Table.
- Symbol table implemented using chaining method of hashing.
- Panic mode used for error recovery.
- Forward feed / character pre-fetch.



Syntax Analysis

- Finite state automata for the following constructs have been implemented:
 - For, while, assignment Stmt, preprocessor, Declarations, functions and comments.
- Syntax of assignment statement has also been verified using the right recursive grammar with non recursive predictive parsing.

Program Flow

```
perform init and load tables.
  open source file
  while (not end of file)
{
     token = Get Next Token
        if valid token
            Insert Into Symbol table
        if the token is EQ followed by identifier
            perform non recursive predictive parsing using
            first set
        if no syntax error
            check semantics of assignment statement
}
```



Lexical Analysis

- Identification of lexemes to tokens with additional information like type, LOD and LOR maintained in the Symbol Table.
- Symbol table implemented using chaining method of hashing.
- Static Table of List of Known Lexemes and their tokens
 - String Tokens[40], Lexemes[40]
- Implemented using FSA (Regular Grammar)

Known Keywords

Lexemes

```
Lexeme[0]="float";
Lexeme[1]="int";
Lexeme[2]="double";
Lexeme[3]="char";
Lexeme[4]="include";
Lexeme[5]="iostream.h";
Lexeme[6]="conio.h";
Lexeme[7]="void";
Lexeme[8]="main";
Lexeme[9]="for";
Lexeme[10]="if";
Lexeme[11]="while";
Lexeme[12]="struct";
Lexeme[13]="do";
```

Tokens

```
Token[0]="DEC";
Token[1]="DEC";
Token[2]="DEC";
Token[3]="DEC";
Token[4]="RW";
Token[5]="LIB";
Token[6]="LIB";
Token[7]="DEC";
Token[8]="main";
Token[9]="for";
Token[10]="if";
Token[11]="while";
Token[12]="struct";
Token[13]="do";
```

Known Keywords(2)

Lexemes

Lexeme[14]="long"; Lexeme[15]="stdio.h"; Lexeme[16]="+"; Lexeme[17]="-"; Lexeme[18]="*"; Lexeme[19]="/"; Lexeme[20]="="; Lexeme[21]=";"; Lexeme[22]="{"; Lexeme[23]="}"; Lexeme[24]="["; Lexeme[25]="]"; Lexeme[26]="(";

Tokens

```
Token[14]="DEC";
Token[15]="LIB";
Token[16]="ADD";
Token[17]="SUB";
Token[18]="MUL";
Token[19]="DIV";
Token[20]="EQ";
Token[21]="SC";
Token[22]="CBO";
Token[23]="CBC";
Token[24]="SBO";
Token[25]="SBC";
Token[26]="BRO";
```

Known Keywords(3)

Lexemes

Lexeme[27]=")"; Lexeme[28]="<="; Lexeme[29]=">="; Lexeme[30]="<"; Lexeme[31]=">"; Lexeme[32]="+="; Lexeme[33]="-="; Lexeme[34]="*="; Lexeme[35]="/="; Lexeme[36]="||"; Lexeme[37]="&&"; Lexeme[38]="!="; Lexeme[39]=",";

Tokens

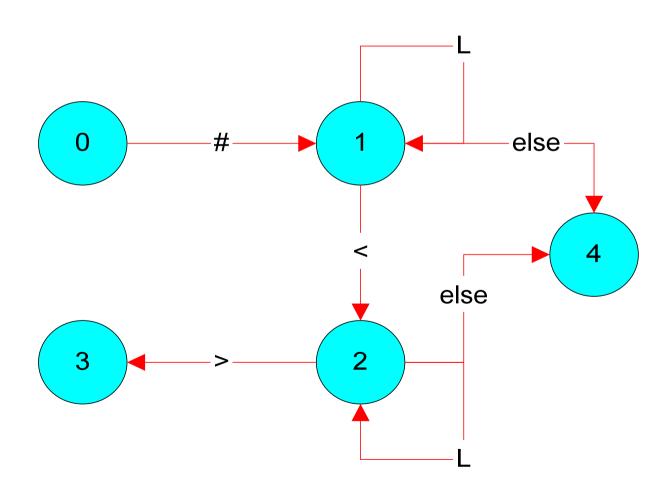
```
Token[27]="BRC";
Token[28]="LE";
Token[29]="GE";
Token[30]="LT";
Token[31]="GT";
Token[32]="PEQ";
Token[33]="SEQ";
Token[34]="MEQ";
Token[35]="DEQ";
Token[36]="OR";
Token[37]="AND";
Token[38]="NEQ";
Token[39]="COMMA";
```

Syntax

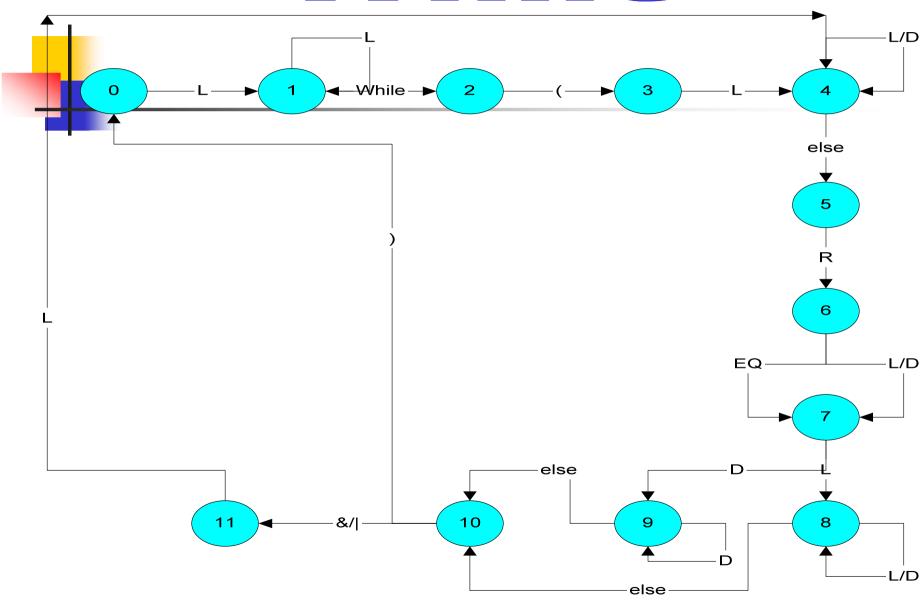
- Function Declaration
- Preprocessor Directive
- While Loop
- For Loop
- Declaration Statement
- Assignment Statement
- Comments

Include directive

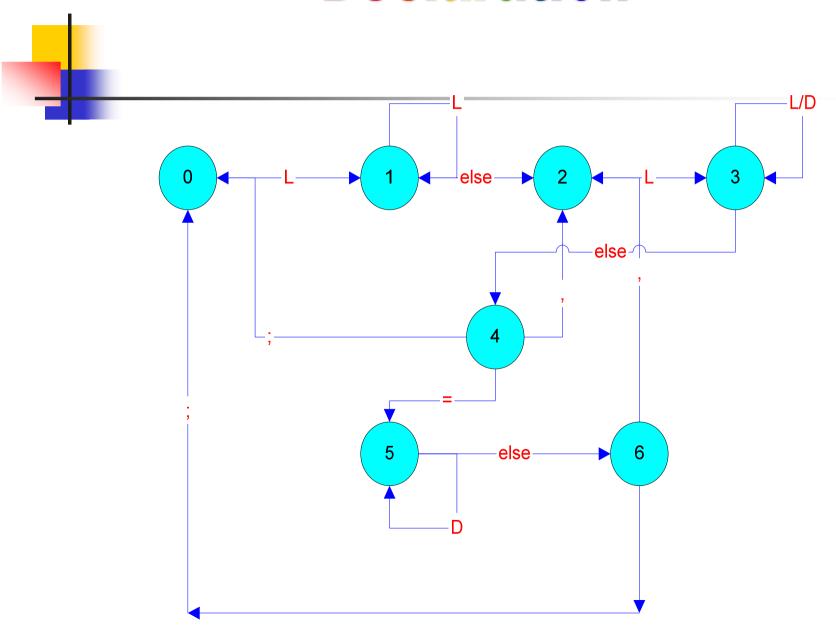




While



Declaration





- Syntax of assignment statement also verified using right recursive grammar
- First set is constructed from the grammar which identifies for each terminal the corresponding productions to use during parsing.

Algorithm

While not inserted and stmt index less than stmt length extract non-terminal from the stmt search for the corresponding entry in 0th column to locate row

if found then compare input lexeme type with 0th row to locate the corresponding column

if matched then replace the non-terminal with production if input terminal symbol inserted set inserted

If not inserted move stmt index ahead Setting previous production to N (NULL)



- Undeclared Variables
- Type Compatibility
 - Operation Compatibility
 - Assignment Compatibility



Any undeclared variable present in any assignment statement will cause declaration error

Operations Compatibility Rules

Type1	Type2	Result
Long	Long	Long
Long	Float	Long
Long	Int	Long
Long	Char	Error
Float	Long	Long
Float	Float	Float
Float	Int	Float
Float	Char	Error
Int	Long	Long
Int	Float	Float
Int	Int	Int
Char	Long	Error
Char	Float	Error
Char	Int	Error
Char	Char	char

Assignment Compatibility Rules

Type1	Type2	Result
Long	Long	Valid
Long	Float	Valid
Long	Int	Valid
Long	Char	Error
Float	Long	Error
Float	Float	Valid
Float	Int	Valid
Float	Char	Error
Int	Long	Error
Int	Float	Error
Int	Int	Valid
Char	Long	Error
Char	Float	Error
Char	Int	Error
Char	Char	Valid

Examples

- int a,b;
- float c;
- char d;
- a=a+b (Valid)
- b=a+c (Invalid)
- c=a+b (Valid)
- c=a+b+c (Valid)
- a=b+e (InValid)
- a=b+d (Invalid)