## **PROGRAM**

```
#include <stdio.h>
#include <string.h>
int k=0,z=0,i=0,j=0,c=0;
char a[16],ac[20],stk[15],act[10];
void check();
void main()
  printf("GRAMMAR is E->E+E\nE->E*E\nE->(E)\nE->id\n");
  puts("Enter input string");
  gets(a);
  c=strlen(a);
  strcpy(act,"SHIFT->");
  puts("stack\tInput\taction");
  for(k=0,i=0;j< c;k++,i++,j++)
     if(a[j]=='i'\&\&a[j+1]=='d')
     stk[i]=a[j];
     stk[i+1]=a[j+1];
     stk[i+2]='\0';
     a[j]=' ';
     a[j+1]=' ';
     printf("\n$%s\t%s$\t%sid",stk,a,act);
     check();
     }
     else
     stk[i]=a[j];
     stk[i+1]='\0';
     a[j]=' ';
     printf("\n$%s\t%s$\t%ssymbols",stk,a,act);
     check();
  }
}
void check()
  strepy(ac,"REDUCE TO E");
  for(z=0;z< c;z++)
  if(stk[z]=='i'\&\&stk[z+1]=='d')
  {
     stk[z]='E';
     stk[z+1]='\0';
     printf("\n$%s\t%s$\t%s",stk,a,ac);
    j++;
  for(z=0;z<c;z++)
  if(stk[z]=='E'\&\&stk[z+1]=='+'\&\&stk[z+2]=='E')
     stk[z]='E';
```

```
stk[z+1]='\0';
  stk[z+2]='\0';
  printf("\n$%s\t%s$\t%s",stk,a,ac);
  i=i-2;
for(z=0;z< c;z++)
if(stk[z]=='E'\&\&stk[z+1]=='*'\&\&stk[z+2]=='E')
  stk[z]='E';
  stk[z+1]='\0';
  stk[z+2]='\0';
  printf("\n$%s\t%s$\t%s",stk,a,ac);
  i=i-2;
for(z=0;z<c;z++)
if(stk[z]=='('\&\&stk[z+1]=='E'\&\&stk[z+2]==')')
  stk[z]='E';
  stk[z+1]='\0';
  stk[z+2]='\0';
  printf("\n$%s\t%s$\t%s",stk,a,ac);
  i=i-2;
```

## **OUTPUT**

```
asdgasd-desktop:-/Desktop$ ./a.out

addgasd-desktop:-/Desktop$ ./a.out

GRAMRA ts E->E-EE

E->E+EE

E->E+EE

E->E+EE

E->E+EE

E->E+EE

E->EE

E->EE
```