

Course code: CSE 430

Course Title: Compiler Design Lab

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#### Lab 4

#### **Problem**

**FIRST & FOLLOW Function** 

### **Description of the problem**

The construction of a predictive parser is aided by two functions associated with a grammar G. These functions, FIRST and FOLLOW, allow us to fill in the entries of a predictive parsing table for G, whenever possible. First and Follow sets are needed so that the parser can properly apply the needed production rule at the correct position.

### <u>Code</u>

```
#include<bits/stdc++.h>
#include <stdio.h>
#include <string.h>
using namespace std;
void findfirst(char, int, int);
void followfirst(char, int, int);
void follow(char c);
char store first[10][100];
char store follow[10][100];
int m = 0, n = 0;
char production[10][10];
char f[10], first[10];
int k,e;
char ck;
int cnt ;
void follow(char c)
    int i, j;
```

```
(production[0][0] == c)
        f[m++] = '$'; //$ assign
    for (i = 0; i < 10; i++)
        for (j = 2; j < 10; j++)
            if (production[i][j] == c)
                if (production[i][j + 1] != ' \setminus 0')
                    followfirst(production[i][j + 1], i, j + 2);
                if (production[i][j + 1] == '\0' && c != production[i][0])
                    follow(production[i][0]); //non-terminal production
find: T=
void findfirst(char c, int q1, int q2)
   int j;
   if (!(isupper(c)))
        first[n++] = c;
   for (j = 0; j < cnt; j++)
        if (production[j][0] == c)
            if (production[j][2] == '#')
                if (production[q1][q2] == ' \setminus 0')
                    first[n++] = '#';
```

```
else if (production[q1][q2] != '\0' && (q1 != 0 || q2 != 0)
0))
                    findfirst(production[q1][q2], q1, (q2 + 1)); //
                else
                    first[n++] = '#';
            else if (!isupper(production[j][2]))
                first[n++] = production[j][2];
            else
                findfirst(production[j][2], j, 3);
void followfirst(char c, int c1, int c2)
    int k;
    if (!(isupper(c)))
        f[m++] = c;
    else
        int i = 0, j = 1;
       for (i = 0; i < cnt; i++)
            if (store_first[i][0] == c)
                break;
        while (store first[i][j] != '!') //non-terminal in follow of
original query
            if (store_first[i][j] != '#')
                f[m++] = store_first[i][j];
```

```
if (production[c1][c2] == '\0')
                    follow(production[c1][0]); // end of a production
                else
                    followfirst(production[c1][c2], c1, c2 + 1);
            j++;
int main()
   int jm = 0, km = 0;
   int i, choice;
   ifstream inputFile("input.txt");
   if (inputFile.is_open())
       while (inputFile >> production[cnt])
            cnt++;
        inputFile.close();
   else
       cout << "No such file to open..." << endl;</pre>
   cout << "Production rules read from textfile: " << endl;</pre>
```

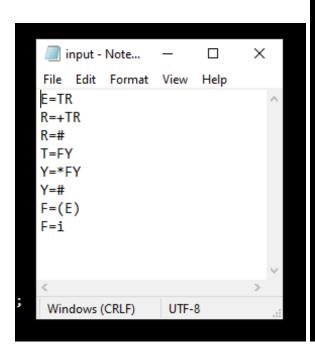
```
for (int i = 0; i < cnt; i++)
    cout << "Production " << i + 1 << "= " << production[i] << endl;</pre>
int kay;
char done[cnt];
int ptr = -1;
   for (kay = 0; kay < 100; kay++)
        store first[k][kay] = '!';
int point1 = 0, point2, x;
for (k = 0; k < cnt; k++)
   c = production[k][0];  //assigns the first symbol
   point2 = 0;
    x = 0;
    for (kay = 0; kay <= ptr; kay++) //check if first of c has</pre>
       if (c == done[kay])
            x = 1;
    if (x == 1)
        continue;
    //function call
    findfirst(c, 0, 0);
    ptr += 1;
    done[ptr] = c;
    printf("\n First(%c) = { ", c);
    store first[point1][point2++] = c;
```

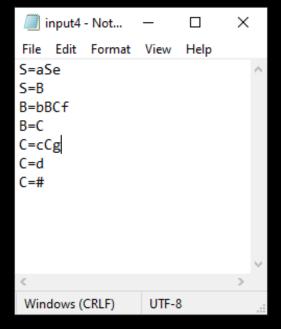
```
for (i = 0 + jm; i < n; i++)
        int lark = 0, chk = 0;
        for (lark = 0; lark < point2; lark++)</pre>
            if (first[i] == store_first[point1][lark])
                chk = 1;
                break;
        if (chk == 0)
            printf("%c, ", first[i]);
            store first[point1][point2++] = first[i];
    printf("}\n");
    jm = n;
    point1++;
printf("\n\n\n");
char donee[cnt];
ptr = -1;
for (k = 0; k < cnt; k++)
    for (kay = 0; kay < 100; kay++)
        store_follow[k][kay] = '!';
point1 = 0;
```

```
int land = 0;
   for (e = 0; e < cnt; e++)
       ck = production[e][0];
       point2 = 0;
       for (kay = 0; kay <= ptr; kay++) // Checking already been</pre>
calculated
           if (ck == donee[kay])
               x = 1;
       if (x == 1)
       land += 1;
       follow(ck);
       ptr += 1;
       donee[ptr] = ck;
       printf(" Follow(%c) = { ", ck);
       store follow[point1][point2++] = ck;
       for (i = 0 + km; i < m; i++)
            int lark = 0, chk = 0;
            for (lark = 0; lark < point2; lark++)</pre>
                if (f[i] == store follow[point1][lark])
                    chk = 1;
                    break;
            if (chk == 0)
                printf("%c, ", f[i]);
                store_follow[point1][point2++] = f[i];
```

```
}
}
printf(" }\n\n");
km = m;
point1++;
}
```

# **Sample Input:**





## **Observed Output**

```
"E:\UAP\4-2\compiler lab\lab 4\work...
                                        Production 1= E=TR
Production 2= R=+TR
Production 3= R=#
Production 4= T=FY
Production 5= Y=*FY
Production 6= Y=#
Production 7= F=(E)
Production 8= F=i
 First(E) = \{ (, i, \} 
 First(R) = \{ +, \#, \}
 First(T) = \{ (, i, \} 
 First(Y) = { *, #, }
 First(F) = \{ (, i, \} \}
 Follow(E) = \{ \$, ), \}
 Follow(R) = \{ \$, ), \}
 Follow(T) = \{ +, \$, ), \}
 Follow(Y) = \{ +, \$, ), \}
 Follow(F) = \{ *, +, $, ), \}
Process returned 0 (0x0) execution time :
0.141 s
Press any key to continue.
```

```
■ "E:\UAP\4-2\compiler lab\lab 4\work\four.exe"
                                               Production rules read from textfile:
Production 1= S=aSe
Production 2= S=B
Production 3= B=bBCf
Production 4= B=C
Production 5= C=cCg
Production 6= C=d
Production 7= C=#
 First(S) = \{ a, b, c, d, \#, \}
 First(B) = { b, c, d, #, }
 First(C) = { c, d, #, }
 Follow(S) = { $, e, }
 Follow(B) = { $, e, c, d, f, }
Follow(C) = { f, $, e, c, d, g, }
Process returned 0 (0x0) execution time : 0.140 s
Press any key to continue.
```