

University of Asia Pacific

Department of Computer Science & Engineering

Course code: CSE 430

Course Title: Compiler Design Lab

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Lab 6

Problem

Create a lexical analyzer using lex on Linux environment

Description of the problem

Lex is a tool or software which automatically generates a lexical analyzer (finite Automata). It takes as its input a LEX source program and produces lexical Analyzer as its output. Lexical Analyzer will convert the input string entered by the user into tokens as its output. We define regular expressions by using lex, where has keywords, digits, identifiers and comments.

File format of Lex-

```
{ definitions }  
%%  
{ rules }  
%%  
{ user subroutines }
```

Definitions include declarations of constant, variable and regular definitions.

Rules define the statement of form $p_1 \{action_1\} p_2 \{action_2\} \dots p_n \{action\}$.

Where p describes the regular expression and action describes the actions what action the lexical analyzer should take when pattern p_i matches a lexeme.

Lex Code

```
%{
#include <stdio.h>
#include <string.h>

#define MAX_TOKENS 100

char printed_tokens[MAX_TOKENS][50];
int token_count = 0;

int is_in_set(const char *token) {
    for (int i = 0; i < token_count; i++) {
        if (strcmp(printed_tokens[i], token) == 0) {
            return 1;
        }
    }
    return 0;
}

void add_to_set(const char *token) {
    if (token_count < MAX_TOKENS) {
        strcpy(printed_tokens[token_count++], token);
    }
}

int is_keyword(const char *buffer) {
    const char *keywords[] = {
        "auto", "break", "case", "char", "const", "continue", "default",
        "do", "double", "else", "enum", "extern", "float", "for", "goto",
        "if", "int", "long", "register", "return", "short", "signed",
        "sizeof", "static", "struct", "switch", "typedef", "union",
        "unsigned", "void", "volatile", "while"
    };
    int num_keywords = sizeof(keywords) / sizeof(keywords[0]);
    for (int i = 0; i < num_keywords; i++) {
        if (strcmp(keywords[i], buffer) == 0) {
            return 1;
        }
    }
    return 0;
}
}%}
```

%%

```
[a-zA-Z_][a-zA-Z0-9_]* {
    char token[100];
    if (is_keyword(yytext)) {
        snprintf(token, sizeof(token), "%s - keyword", yytext);
    } else {
        snprintf(token, sizeof(token), "%s - identifier", yytext);
    }
    if (!is_in_set(token)) {
        printf("%s\n", token);
        add_to_set(token);
    }
}
"/*".* { if (!is_in_set(yytext)) { printf("%s - comment\n", yytext); add_to_set(yytext); } }
[0-9]+ { if (!is_in_set(yytext)) { printf("%s - digit\n", yytext); add_to_set(yytext); } }
[ \t\n]+ /* Ignore whitespace */
. /* Ignore any other character */
```

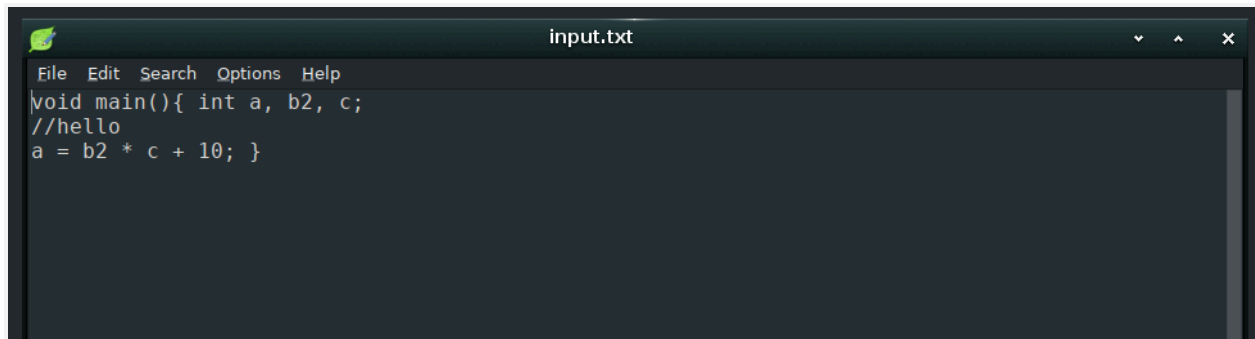
%%

```
int main() {
    yylex();
    return 0;
}
```

```
int yywrap() {
    return 1;
}
```

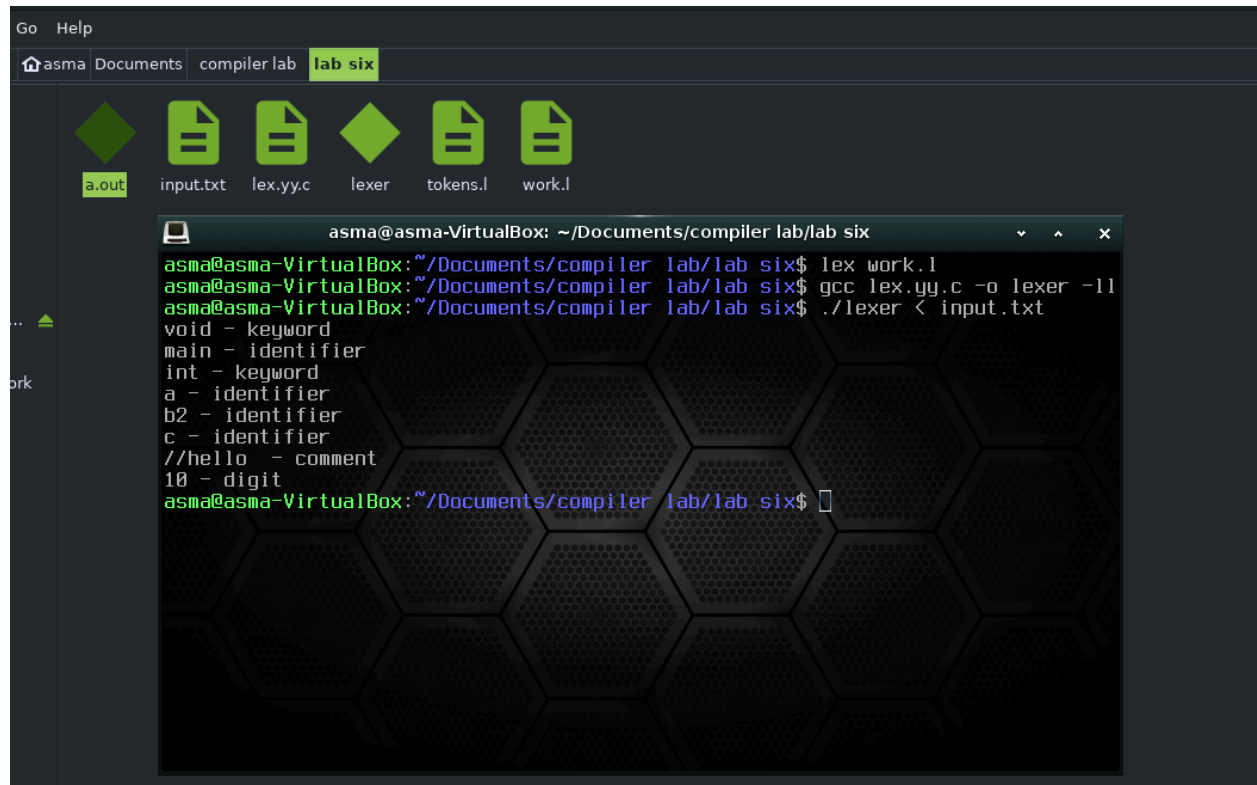
Sample Input:

```
void main(){ int a, b2, c; //hello a = b2 * c + 10; }
```

A screenshot of a text editor window titled "input.txt". The window has a menu bar with "File", "Edit", "Search", "Options", and "Help". The text area contains the following code:

```
void main(){ int a, b2, c;
//hello
a = b2 * c + 10; }
```

Observed Output



```
Go Help
asma Documents compiler lab lab six
a.out input.txt lex.yy.c lexer tokens.l work.l
asma@asma-VirtualBox: ~/Documents/compiler lab/lab six
asma@asma-VirtualBox:~/Documents/compiler lab/lab six$ lex work.l
asma@asma-VirtualBox:~/Documents/compiler lab/lab six$ gcc lex.yy.c -o lexer -ll
asma@asma-VirtualBox:~/Documents/compiler lab/lab six$ ./lexer < input.txt
void - keyword
main - identifier
int - keyword
a - identifier
b2 - identifier
c - identifier
//hello - comment
10 - digit
asma@asma-VirtualBox:~/Documents/compiler lab/lab six$
```