Compiler Design and Construction

Assignment 1 – Implement Dynamic buffering   FALL (2022)

Submission Before: 6:00 PM - 1-12-2022
(Late will be penalty of deduction of 2 absolute marks per day)

Implement dynamic buffering so that any length of identifiers can be accommodated using the indexing approach to generate the lexeme.

Rules:

1. This is an individual assignment. Each student has to submit his/her assignment work.
2. Group discussion is allowed but don't share code and other part of assignment with other student.
3. Plagiarism is not tolerable in any of its form. Minimum penalty would be **ZERO** marks in the Assignment/ Project module.

Tools:

C++