Analizador Léxico

Ariana Bermúdez,Ximena Bolaños, Dylan Rodríguez

Instituto Tecnológico de Costa Rica

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Análisis Sintáctico

Se hizo un analizador sintáctico con la ayuda de la herramienta de Bison, para el lenguaje C y que corre en C, este analizador trabaja en conjunto con Flex, para tomar los tokens que este le otorga y revisar con las gramáticas que les sean ingresadas.

Bison

jaajaj

Código

```
char * lie ;
double time , me = ! 0XFACE ,
not ; int rested , get , out
main ( ly , die ) char ly , * * die ; {
signed char lotte ,
dear ; ( char ) lotte -- ;
for ( get = ! me ; ; not ) {
1 - out & out ; lie ; {
char lotte , my = dear ,
* * let = ! ! me * ! not + ++ die ;
( char * ) ( lie =
"The gloves are OFF this time, I detest you, snot\n\0
    sed GEEK!" ) ;
do { not = * lie ++ & 0xF00L * ! me ;
```

Código Preprocesado (Sin Pretty Print)

```
 ( char * ) lie -  1 * ! ( not = atoi ( let
[ get - me ?
( char ) lotte -
( char ) lotte : my - *  ( char * ) lie -  -
'l' - *  ( char * ) lie -  - 'U' -
'l' - ( long ) - 4 - 'U' ] ) - ! !
( time = out = 'a' ) ) ; } while ( my - dear
&& 'l' - 1l - get - 'a' ) ; break ; } }
( char ) * lie ++ ;
( char ) * lie ++ , ( char ) * lie ++ ; hell : 0 , (
    char ) * lie ;
get * out * ( short ) ly - 0 - 'R' - get - 'a' ^ rested
do
```

Código Preprocesado (Sin Pretty Print)

```
{ auto * eroticism ,
that ; puts ( * ( out
- 'c'
- ( 'P' - 'S' ) + die + - 2 ) ) ; } while ( ! "you're
    at it" ) ;
for ( * ( ( char * ) & lotte ) ^=
( char ) lotte ; ( ( char * ) lie - ly ) [ ( char )
    ++ lotte +
! ! 0xBABE ] ; ) { if ( 'l' - lie [ 2 + ( char ) lotte
    ] ) { 'l' - 1l * * * die ; }
else { if ( 'l' * get * out * ( 'l' - 1l * * die [ 2 ]
    ) ) * ( ( char * ) & lotte ) -=
'4' - ( 'l' - 1l ) ; not ; for ( get = !
get ; ! out ; ( char ) * lie & 0xD0 - ! not ) return !
    !
( char ) lotte ; }
( char ) lotte ;
do { not * putchar ( lie [ out
*
```

Código Preprocesado (Sin Pretty Print)

```
! not * ! ! me + ( char ) lotte ] ) ;
not ; for ( ; ! 'a' ; ) ; } while (
 ( char * ) lie -  ( char * ) lie ) ; {
register this ; switch ( ( char ) lie
[ ( char ) lotte ] - 1 * ! out ) {
char * les , get = 0xFF , my ; case ' ' :
* ( ( char * ) & lotte ) += 15 ; ! not + ( char ) * lie
     * 's' ;
this + 1 + not ; default : 0xF + ( char * ) lie ; } } }
get - ! out ;
if ( not -- )
goto hell ;
exit ( ( char ) lotte ) ; }
```

Código con los Errores

```
char * lie ;
double time , me = ! 0XFACE ,
not ; int rested , get , out
/*Pruebas/love.c:4:23 syntax error, found "char"*/
main ( ly , die ) char ly , * * die ; {
signed char lotte ,
dear ; ( char ) lotte -- ;
for ( get = ! me ; ; not ) {
1 - out & out ; lie ; {
char lotte , my = dear ,
* * let = ! ! me * ! not + ++ die ;
( char * ) ( lie =
```

Código con los Errores

```
"The gloves are OFF this time, I detest you, snot\n\0
    sed GEEK!" ) ;
do { not = * lie ++ & 0xF00L * ! me ;
( char * ) lie - 1 * ! ( not = atoi ( let
[ get - me ?
( char ) lotte -
( char ) lotte : my - * ( char * ) lie - -
'I' - * ( char * ) lie - - 'U' -
'I' - ( long ) - 4 - 'U' ] ) - ! !
( time = out = 'a' ) ) ; } while ( my - dear
&& 'I' - 1l - get - 'a' ) ; break ; } }
( char ) * lie ++ ;
( char ) * lie ++ , ( char ) * lie ++ ; hell : 0 , (
    char ) * lie ;
get * out * ( short ) ly - 0 - 'R' - get - 'a' ^ rested
```

Código con los Errores

```
/*Pruebas/love.c:25:3 syntax error, found "do"*/
do { auto * eroticism ,
that ; puts ( * ( out
- 'c'
/*Pruebas/love.c:28:42 syntax error, found "while"*/
/*Pruebas/love.c:28:46 syntax error, found "!"*/
/*Pruebas/love.c:28:61 syntax error, found ""you're at
    it""*/
/*Pruebas/love.c:28:63 syntax error, found ")"*/
- ( 'P' - 'S' ) + die + - 2 ) ) ; } while ( ! "you're
    at it" ) ;
/*Pruebas/love.c:29:4 syntax error, found "for"*/
/*Pruebas/love.c:29:34 syntax error, found "^="*/
for ( * ( ( char * ) & lotte ) ^=
/*Pruebas/love.c:30:36 syntax error, found "-"*/
```

Código con los Errores

```
/*Pruebas/love.c:30:41 syntax error, found ")"*/
/*Pruebas/love.c:30:43 syntax error, found "["*/
( char ) lotte ; ( ( char * ) lie - ly ) [ ( char ) ++
    lotte +
/*Pruebas/love.c:31:13 syntax error, found "]"*/
/*Pruebas/love.c:31:17 syntax error, found ")"*/
! ! 0xBABE ] ; ) { if ( 'l' - lie [ 2 + ( char ) lotte
    ] ) { 'l' - 1l * * * die ; }
else { if ( 'l' * get * out * ( 'l' - 1l * * die [ 2 ]
    ) ) * ( ( char * ) & lotte ) -=
'4' - ( 'l' - 1l ) ; not ; for ( get = !
get ; ! out ; ( char ) * lie & 0xD0 - ! not ) return !
    !
( char ) lotte ; }
( char ) lotte ;
do { not * putchar ( lie [ out
* ! not * ! ! me + ( char ) lotte ] ) ;
```

Código con los Errores

```
not ; for ( ; ! 'a' ; ) ; } while (
( char * ) lie - ( char * ) lie ) ; {
register this ; switch ( ( char ) lie
[ ( char ) lotte ] - 1 * ! out ) {
char * les , get = 0xFF , my ; case ' ' :
* ( ( char * ) & lotte ) += 15 ; ! not + ( char ) * lie
    * 's' ;
this + 1 + not ; default : 0xF + ( char * ) lie ; } } }
get - ! out ;
/*Pruebas/love.c:47:3 syntax error, found "if"*/
if ( not -- )
/*Pruebas/love.c:48:5 syntax error, found "goto"*/
goto hell ;
/*Pruebas/love.c:49:28 syntax error, found "}"*/
```

Código con los Errores

```
exit ( ( char ) lotte ) ; }
```