Harshal Shinde BE E 63 (BATCH 3)

```
yacc.y
%{
#include <stdio.h>
#include <malloc.h>
#include <string.h>
char vartype[10];
struct STable{
char label[10];
char type[10];
int size;
int location;
struct STable* next;
}*head;
void yyerror(const char *st){}
%}
%union { struct sym{ char* label; char type[10]; }SM; }
%token NL
%token <SM> ID
%token INT FLOAT CHAR DOUBLE
\%type <SM> E
%%
S: S Declare
 | Declare
 | S Assign
 Assign
Declare: Type List ';'
  ;
Type: INT {strcpy(vartype ,"INT"); }
  | FLOAT {strcpy(vartype, "FLOAT"); }
  | CHAR {strcpy(vartype, "CHAR");}
  | DOUBLE {strcpy(vartype, "DOUBLE");}
List : List ',' ID { newSYM($3.label,vartype);}
  | ID { newSYM($1.label,vartype);}
  ;
Assign: E '=' E ';' {
             if(strcmp(\$1.type,\$3.type) != 0){
              printf("\nError: Type Mismatch %s and %s",$1.type,$3.type);
              }
```

```
}
E: E '+' E
               if(strcmp(\$1.type,\$3.type) != 0){
                  printf("\nError: Type Mismatch %s and %s",$1.type,$3.type);
               }
             }
  E '-' E
              if(strcmp(\$1.type,\$3.type) != 0){
                  printf("\nError: Type Mismatch %s and %s",$1.type,$3.type);
               }
             }
  | ID
               if(!isDeclared($1.label)){
                      printf("\nError: Undeclared Variable %s",$1.label);
               }else{
                  strcpy($$.type,getType($1.label));
               }
             }
 ;
%%
void DisplaySTable(struct STable*);
int isDeclared(char* lab){
  struct STable *st = head;
  while(st){
   if(strcmp(st->label,lab) == 0){
     return 1;
   }
   st = st->next;
}
return 0;
char* getType(char* lab){
  struct STable *st = head;
  while(st){
   if(strcmp(st->label,lab) == 0){
     return st->type;
   }
   st = st->next;
}
}
int main(){
stdin = fopen("in","r");
freopen("out","w",stdout);
printf("%s\n","PARSING.....");
```

```
yyparse();
DisplaySTable(head);
int getVarSize(char* st){
if(strcmp(st,"INT") == 0 ||strcmp(st,"FLOAT") == 0)
  return 4;
if(strcmp(st,"CHAR") == 0)
  return 1;
if(strcmp(st,"DOUBLE") == 0 )
  return 8;
}
void newSYM(char* lab, char* vartype){
struct STable *tnode = head;
int size = getVarSize(vartype);
if(!tnode){
  struct STable* nnode = (struct STable *)malloc(sizeof(struct STable));
  strcpy(nnode->label ,lab);
  strcpy(nnode->type ,vartype);
  nnode->size = size;
  nnode->location = 100;
  nnode->next=NULL;
  head = nnode:
}else{
  while(tnode->next){
    if(strcmp (tnode->label,lab) == 0){
       printf("\nError: ReDeclaration of %s Variable %s (Previous Declaration as %s)",vartype,
lab,tnode->type);
       return;
    tnode = tnode->next;
  struct STable* nnode = (struct STable *)malloc(sizeof(struct STable));
  strcpy(nnode->label ,lab);
  nnode->size = size;
  strcpy(nnode->type ,vartype);
  nnode->location = tnode -> location + size;
  nnode->next=NULL;
  tnode->next = nnode;
}
```

```
void DisplaySTable(struct STable *st){
int i = 1;
printf("\n\n\t\t\t\%s\n","SYMBOL TABLE");
printf("\t| %s | Label | size | location |\n","Index");
while(st){
  printf("\t|%7d|%7s|%6d|%10d|\n",i++,st->label,st->size,st->location);
  st = st->next;
}
lex.l
%{
#include <stdio.h>
#include "y.tab.h"
%}
letter [a-zA-Z]
digit [0-9]
%%
"int" {return INT;}
"float" {return FLOAT;}
"double" {return DOUBLE;}
"char" {return CHAR;}
{letter}({letter}|{digit})* { yylval.SM.label = yytext; return ID;}
","|";"|"="|"+"|"-" {return yytext[0];}
%%
```

INPUT

float a,b,c; char d,g; int a,v,d; double k,m,ni; a = b + a; a = d + g; sdf = b; fdg;

OUTPUT

PARSING.....

Error: ReDeclaration of INT Variable a (Previous Declaration as FLOAT) Error: ReDeclaration of INT Variable d (Previous Declaration as CHAR)

Error: Type Mismatch FLOAT and CHAR

Error: Undeclared Variable sdf Error: Type Mismatch and FLOAT Error: Undeclared Variable fdg

SYMBOL TABLE

Index Label size location			
1	a	4	100
2	b	4	104
3	c	4	108
4	d	1	109
5	g	1	110
6	$ \mathbf{v} $	4	114
7	$ \mathbf{k} $	8	122
8	m	8	130
9	ni	8	138