

Upload: cpp2html.cpp
Type: application/octet-stream
Size: 4.669921875 Kb
Upload complete. Save this receipt for your records:

Receipt: 026a77535d8ef5438677aed847f5201bf5c21b45

Below is the content of your submission

===== START OF FILE =====

```
/*
 * CSc103 Project 5: Syntax highlighting, part two.
 * See readme.html for details.
 * Please list all references you made use of in order to complete the
 * assignment: your classmates, websites, etc. Aside from the lecture notes
 * and the book, please list everything. And remember- citing a source does
 * NOT mean it is okay to COPY THAT SOURCE. What you submit here **MUST BE
 * YOUR OWN WORK**.
 * References:
 * Sultan Alreyashi, classmate
 *
 * Finally, please indicate approximately how many hours you spent on this:
 * #hours: ~ 3-5 Hours
 */

#include "fsm.h"
using namespace cppfsm;
#include <iostream>
using std::cin;
using std::cout;
using std::endl;
#include <string>
using std::string;
#include <set>
using std::set;
#include <map>
using std::map;
#include <initializer_list> // for setting up maps without constructors.

// enumeration for our highlighting tags:
enum {
    hlstatement, // used for "if,else,for,while" etc...
    hlcomment,   // for comments
    hlstrlit,    // for string literals
    hlpreproc,   // for preprocessor directives (e.g., #include)
    hltype,      // for datatypes and similar (e.g. int, char, double)
    hlnumeric,   // for numeric literals (e.g. 1234)
    hlescseq,    // for escape sequences
    hlerror,     // for parse errors, like a bad numeric or invalid escape
    hlident     // for other identifiers. Probably won't use this.
};

// usually global variables are a bad thing, but for simplicity,
// we'll make an exception here.
// initialize our map with the keywords from our list:
map<string, short> hlmap = {
#include "keywords.txt"
};
// note: the above is not a very standard use of #include...

// map of highlighting spans:
map<int, string> hlspans = {
    {hlstatement, "<span class='statement'>"},
    {hlcomment, "<span class='comment'>"},
    {hlstrlit, "<span class='strlit'>"},
    {hlpreproc, "<span class='preproc'>"},
    {hltype, "<span class='type'>"},
    {hlnumeric, "<span class='numeric'>"},
    {hlescseq, "<span class='escseq'>"},
    {hlerror, "<span class='error'>"}
};
// note: initializing maps as above requires the -std=c++0x compiler flag,
```



```

        case readesc:
        if (state == error){
            output += hlspans[hlerror];
            for (int j = i; j < line.length(); j++){
                temp += line[j];
            }
            output += temp + spanend;
            return output;
        }
        else{
            output += hlspans[hlescseq] + temp + line[i] + spanend;
            i++; //advance it past the escape sequence
            oldstate = updateState(state, line[i]);
        }
        break;

        case scannum:
        if (state == error){
            output += hlspans[hlnumeric] + temp + spanend + hlspans[hlerror];
            temp = ""; //numbers in 99XY remain highlighted as numbers
            for (int j = i; j < line.length(); j++){//go until the end of the string!
                temp += line[j];
            }
            output += temp + spanend;
            return output;
        }
        output += hlspans[hlnumeric] + temp + spanend;
        break;
    }
    temp = translateHTMLReserved(line[i]);
}
}
output += temp;
return output;
}

```

```

int main() {
    string input, output;

    while (getline(cin, input)){
        output = syntaxHighlight(input);
        cout << output << "\n";
    }
    return 0;
}

```

===== END OF FILE =====