

```

    point1++;
}
}

void follow(char c)
{
    int i, j;
    if (production[0][0] == c) {
        f[m++] = '$';
    }
    for (i = 0; i < 10; i++) {
        for (j = 2; j < 10; j++) {
            if (production[i][j] == c) {
                if (production[i][j + 1] != '\0') {
                    followfirst(production[i][j + 1], i, (j + 2));
                }
                if (production[i][j + 1] == '\0'
                    && c != production[i][0]) {
                    follow(production[i][0]);
                }
            }
        }
    }
}
}
}

```

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void findfirst(char c, int q1, int q2)
{
    int j;
    if (!(isupper(c))) {
        first[n++] = c;
    }
    for (j = 0; j < count; j++) {
        if (production[j][0] == c) {
            if (production[j][2] == '#') {
                if (production[q1][q2] == '\0')

```

r2038@administrator-PowerEdge-R820:~/CD/firstandfollow\$./a.out

Enter the no: of expressions: 8

Enter expression 1: E=TR

Enter expression 2: R=+TR

Enter expression 3: R=#

Enter expression 4: T=FY

Enter expression 5: Y=*FY

Enter expression 6: Y=#

Enter expression 7: F=(E)

Enter expression 8: F=i

First(E) = { (, i, }

First(R) = { +, #, }

First(T) = { (, i, }

First(Y) = { *, #, }

First(F) = { (, i, }

Follow(E) = { \$,), }

Follow(R) = { \$,), }

Follow(T) = { +, \$,), }

Follow(Y) = { +, \$,), }

Follow(F) = { *, +, \$,), }

```

#include <ctype.h>
#include <stdio.h>
#include <string.h>

void followfirst(char, int, int);
void follow(char c);
void findfirst(char, int, int);
int count, n = 0, m = 0, k, e;
char calc_first[10][100], calc_follow[10][100];
char production[10][10], f[10], first[10], ck;

int main(int argc, char** argv)
{
    int jm = 0, km = 0, i, choice;
    char c, ch;
    count = 8;
    printf("Enter the no: of expressions: ");
    scanf("%d", &count);
    for(i=0; i<count; i++)
    {
        printf("Enter expression %d: ", i+1);
        scanf("%s", production[i]);
    }
    int kay, ptr = -1;
    char done[count];
    for (k = 0; k < count; k++) {
        for (kay = 0; kay < 100; kay++) {
            calc_first[k][kay] = '!';
        }
    }
    int point1 = 0, point2, xxx;
    for (k = 0; k < count; k++) {
        c = production[k][0];
        point2 = 0;
        xxx = 0;
        for (kay = 0; kay <= ptr; kay++)
            if (c == done[kay])
                xxx = 1;

        if (xxx == 1)
            continue;
        findfirst(c, 0, 0);
        ptr += 1;
        done[ptr] = c;
        printf("\n First(%c) = { ", c);
        calc_first[point1][point2++] = c;
        for (i = 0 + jm; i < n; i++) {
            int lark = 0, chk = 0;
            for (lark = 0; lark < point2; lark++) {
                if (first[i] == calc_first[point1][lark]) {
                    chk = 1;
                    break;
                }
            }
            if (chk == 0) {
                printf("%c, ", first[i]);
                calc_first[point1][point2++] = first[i];
            }
        }
        printf("}\n");
        jm = n;
        point1++;
    }
    printf("\n");
    printf("-----"\n\n");
    char donee[count];
    ptr = -1;
    for (k = 0; k < count; k++) {
        for (kay = 0; kay < 100; kay++) {

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        first[n++] = '#';
    else if (production[q1][q2] != '\0'
        && (q1 != 0 || q2 != 0)) {
        findfirst(production[q1][q2], q1,
            (q2 + 1));
    }
    else
        first[n++] = '#';
    }
    else if (!isupper(production[j][2])) {
        first[n++] = production[j][2];
    }
    else {
        findfirst(production[j][2], j, 3);
    }
}
}

void followfirst(char c, int c1, int c2)
{
    int k;
    if (!(isupper(c)))
        f[m++] = c;
    else {
        int i = 0, j = 1;
        for (i = 0; i < count; i++) {
            if (calc_first[i][0] == c)
                break;
        }
        while (calc_first[i][j] != '!') {
            if (calc_first[i][j] != '#') {
                f[m++] = calc_first[i][j];
            }
            else {
                calc_follow[k][kay] = '!';
            }
        }
        point1 = 0;
        int land = 0;
        for (e = 0; e < count; e++) {
            ck = production[e][0];
            point2 = 0;
            xxx = 0;
            for (kay = 0; kay <= ptr; kay++)
                if (ck == donee[kay])
                    xxx = 1;

            if (xxx == 1)
                continue;
            land += 1;
            follow(ck);
            ptr += 1;
            donee[ptr] = ck;
            printf(" Follow(%c) = { ", ck);
            calc_follow[point1][point2++] = ck;
            for (i = 0 + km; i < m; i++) {
                int lark = 0, chk = 0;
                for (lark = 0; lark < point2; lark++) {
                    if (f[i] == calc_follow[point1][lark]) {
                        chk = 1;
                        break;
                    }
                }
                if (chk == 0) {
                    printf("%c, ", f[i]);
                    calc_follow[point1][point2++] = f[i];
                }
            }
            printf(" }\n\n");
            km = m;
        }
    }
}

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        if (production[c1][c2] == '\0') {
            follow(production[c1][0]);
        }
        else {
            followfirst(production[c1][c2], c1, c2 + 1);
        }
    }
    j++;
}
}
}
}

```

```

#include<stdio.h>
#include<string.h>
int k=0,z=0,i=0,j=0,c=0;
char a[16],ac[20],stk[15],act[10];
void check();
int main()
{
    printf("GRAMMAR is E->E+E \n E->E*E \n E->(E) \n E->id\n");
    printf("enter input string ");
    scanf("%s",a);
    c=strlen(a);
    strcpy(act,"SHIFT->");
    puts("stack \t input \t action");
    for(k=0,i=0; j<c; k++,i++,j++)
    {
        if(a[j]=='i' && a[j+1]=='d')
        {
            stk[i]=a[j];
            stk[i+1]=a[j+1];
            stk[i+2]='\0';
            a[j]=' ';
            a[j+1]=' ';
            printf("\n%s\t%s\t%sid",stk,a,act);
            check();
        }
        else
        {
            stk[i]=a[j];
            stk[i+1]='\0';
            a[j]=' ';
            printf("\n%s\t%s\t%ssymbols",stk,a,act);
            check();
        }
    }
    if(stk[0]=='E' && stk[1]=='\0')
    {
        printf("\nAccepted\n");
    }
}

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        else
        {
            printf("\nrejected\n");
        }
    }
}
void check()
{
    strcpy(ac,"REDUCE TO E");
    for(z=0; z<c; z++)
        if(stk[z]=='i' && stk[z+1]=='d')
        {
            stk[z]='E';
            stk[z+1]='\0';
            printf("\n%s\t%s\t%s",stk,a,ac);
            j++;
            check();
        }
    for(z=0; z<c; z++)
        if(stk[z]=='E' && stk[z+1]=='+' && stk[z+2]=='E')
        {
            stk[z]='E';
            stk[z+1]='\0';
            stk[z+2]='\0';
            printf("\n%s\t%s\t%s",stk,a,ac);
            i=i-2;
            check();
        }
    for(z=0; z<c; z++)
        if(stk[z]=='E' && stk[z+1]=='*' && stk[z+2]=='E')
        {
            stk[z]='E';
            stk[z+1]='\0';
            stk[z+2]='\0';
            printf("\n%s\t%s\t%s",stk,a,ac);
            i=i-2;
            check();
        }
    for(z=0; z<c; z++)
        if(stk[z]=='(' && stk[z+1]=='E' && stk[z+2]==')')

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    {
        stk[z]='E';
        stk[z+1]='\0';
        stk[z+2]='\0';
        printf("\n%s\t%s\t%s",stk,a,ac);
        i=i-2;
        check();
    }
    for(z=0; z<c; z++)
        if(stk[z]=='E' && stk[z+1]=='*' && stk[z+2]=='E')
        {
            stk[z]='E';
            stk[z+1]='\0';
            stk[z+2]='\0';
            printf("\n%s\t%s\t%s",stk,a,ac);
            i=i-2;
            check();
        }
    for(z=0; z<c; z++)
        if(stk[z]=='(' && stk[z+1]=='E' && stk[z+2]==')')
        {
            stk[z]='E';
            stk[z+1]='\0';
            stk[z+2]='\0';
            printf("\n%s\t%s\t%s",stk,a,ac);
            i=i-2;
            check();
        }
    }
}

```

Acceptedr2038@administrator-PowerEdge-R820:~/CD\$ nano srp1.c

r2038@administrator-PowerEdge-R820:~/CD\$ gcc srp1.c

r2038@administrator-PowerEdge-R820:~/CD\$./a.out

GRAMMAR is E->E+E

E->E*E

E->(E)

E->id

enter input string id*id+id

stack input action

\$id	*id+id\$	SHIFT->id
\$E	*id+id\$	REDUCE TO E
\$E*	id+id\$	SHIFT->symbols
\$E*id	+id\$	SHIFT->id
\$E*E	+id\$	REDUCE TO E
\$E	+id\$	REDUCE TO E
\$E+	id\$	SHIFT->symbols
\$E+id	\$	SHIFT->id
\$E+E	\$	REDUCE TO E
\$E	\$	REDUCE TO E

Accepted