

COMPILER DESIGN

ASSIGNMENT PRESENTATION

Toy Compiler for
– Binary to Decimal Converter

Contents – Program Files

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Commands to run Syntax Analyzer and Symbol Construction:

- **\$ lex filename.l**
- **\$ yacc filename.y**
- **\$ gcc y.tab.c -lfl -lm**
- **\$./a.out < input_c_file.c**

Output of Syntax Analyzer:

```
Program is syntactically correct!
```

```
db@db-VB:~/CD/AP_BtoD$
```

Symbol Table:

```
The program inputted is syntactically correct!  
Continuing with symbol table creation...
```

```
+-----+  
| SYMBOL TABLE CONSTRUCTION |  
+-----+
```

SYMBOL	DATATYPE	TYPE	LINE NUMBER
#inc	-	Header	0
#inc	-	Header	1
/* */	-	Comments	3
/* */	-	Comments	4
n	int	Variable	5
i	int	Variable	6
flag	int	Variable	7
fun()	int	Function	8
fun()	int	Function	9
for	-	Keyword	11
2	-	Constant	11
if	-	Keyword	12
0	-	Constant	12
else	-	Keyword	15
1	-	Constant	16
fun()	int	Function	21
fun()	int	Function	24
return	-	Keyword	26
main()	int	Function	27

Output of Binary to decimal converter evaluation:

```

+-----+
| Binary to Decimal Conversion |
+-----+

Enter a binary number to find the decimal equivalent:
10101

Decimal Equivalent : 21
```

3 Address code generation:

```

+-----+
| Binary to Decimal 3 Address Code |
+-----+

Enter a binary number to find the decimal equivalent:
10101

t0 = 1
t1 = t0
t2 = 0
t3 = t1*2 + t2
t4 = 1
t5 = t3*2 + t4
t6 = 0
t7 = t5*2 + t6
t8 = 1
t9 = t7*2 + t8
Result = t9
```