COMPILER DESIGN
ASSIGNMENT PRESENTATION

Toy Compiler for
– Binary to Decimal Converter

Contents – Input file

Team:

19Z304 – Aditya Sriram

19Z313 – Dharun Bharathi S

19Z351 – Surtik S

19Z357 – T S Swaminathan

Input for:

a) Syntax Analyzer
b) Symbol Table Construction

Binary to decimal – C file:

```c
1 #include <stdio.h>
2 #include <stdlib.h>
3 int main(){
4         // Sample program
5         /* Binary to
6                 Decimal Converter */
7         int n;
8         int i;
9         int flag;
10         printf("Input a positive number :");
11         scanf("%d",&n);
12         n1=n;
13         for(i=2;i<n;i++){
14                 if(n==0){
15                         flag=0;
16                 }
17                 else{
18                         flag=1;
19                 }
20                 i++;
21         }
22         if(flag==1){
23                 printf("It is a prime number");
24         }
25         else{
26                 printf("It is not a prime number");
27         }
28         return 0;
29 }
30
```

Input for Binary to Decimal Conversion:

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


Enter a binary number to find the decimal equivalent:
10101
```

Input for 3 address code generation:

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


Enter a binary number to find the decimal equivalent:
10101
```