

Practical	1
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Subject	Compiler Construction
AIM	To implement lexical analyse to recognize all distinct token classes.

Definition :

Source Language: C

Target Language: Assembly-TASM

Data Types: int, float, char

Control construct: if else

Loop construct: for-while

Operators: (+,-,*,/,=,>,<,>=,<=) logical

CODE:

```
% {
//Lex Program to recognize C tokens
int l=1; int count(char str[]);

% }

operator (\+)|(\-)|(\*)|(\^)|(\&)|(\&\&)|(\|)|(\|\|)|(\=)|(\=) ternary
(.*)\?(.*):

digit [0-9]+
alphanumeric [a-zA-Z_][a-zA-Z0-9_]*
fdigit [0-9]*"."[0-9]+ char \"([a-zA-
Z])\" string \".*\"

%%

\"/*\".* {}

\"/*\"(\\.\"\\n\")*\"/*\" {l+=count(yytext);}

\\n l++; {printf(\"\\n\",yytext);}

\"if\"|\"else\"|\"for\"|\"while\"|\"main\"|\"return\" {printf(\"%s \",yytext);}

\"int\"|\"float\"|\"char\" {printf(\"DT \",yytext);}
{digit} {printf(\"NUM \",yytext);}
```

```

{alphanumeric}                                {printf("IDENTIFIER
",yytext);}

{operator}                                    {printf("%s ",yytext);}

{string}                                      {printf("STR ",yytext);}

{fdigit}                                      {printf("FLOAT ",yytext);}

{char}                                        {printf("CHAR ",yytext);}

[(,;{ }]                                      {printf("%s ",yytext);}

#include.*                                    {printf("Include File",yytext);}

#define.*                                    {printf("Macro Definition",yytext);}

" |" |" \t"                                  {printf(" ");}

.                                              {printf("Invalid lexeme at %d",l);}

```

```
%%
```

```
//Driver Code to read source code and return tokens
```

```
int main() {  yylex();
```

```
    return 0;
```

```
}
```

```
int count (char str[])
```

```
{  int c =0; int
```

```
i=0;
```

```
while(str[i]!='\0')
```

```
{
```

```
    if(str[i]=='\n')
```

```
        c++; i++; }
```

```
return c;
```

```
}
```

```
int yywrap()
```

```
{ return
```

```
1;
```

```
}
```

OUTPUT:

1.c file

```
#include <stdio.h>
// Multiplication Table Up to 10
/*multiline
aDDADS
*/
asggg
int main() {
    int n, i;
    float m;
    printf("Enter an integer: ");
    scanf("%d", &n);
    m=.5;
    @#$
    for (i = 1; i <= 10; ++i) {
        printf("%d * %d = %d \n", n, i, n * i);
    }
    return 0;
}
```

Output

```
C:\Users\Tulsi Palan\Desktop\SEM_7\Compiler Construction\Practical\Practical-1>flex 18bce141_CC_Practical-1.1
C:\Users\Tulsi Palan\Desktop\SEM_7\Compiler Construction\Practical\Practical-1>gcc lex.yy.c
C:\Users\Tulsi Palan\Desktop\SEM_7\Compiler Construction\Practical\Practical-1>.\a.exe < 1.c
Include File

IDENTIFIER
DT main ( ) {
    DT IDENTIFIER , IDENTIFIER ;
    DT IDENTIFIER ;
    IDENTIFIER ( STR ) ;
    IDENTIFIER ( STR , & IDENTIFIER ) ;
    IDENTIFIER = FLOAT ;
    Invalid lexeme at 13Invalid lexeme at 13Invalid lexeme at 13
    for ( IDENTIFIER = NUM ; IDENTIFIER Invalid lexeme at 14= NUM ; + + IDENTIFIER ) {
        IDENTIFIER ( STR , IDENTIFIER , IDENTIFIER , IDENTIFIER * IDENTIFIER ) ;
    }
    return NUM ;
}
C:\Users\Tulsi Palan\Desktop\SEM_7\Compiler Construction\Practical\Practical-1>
```