

## PROGRAM 9

**WRITE A LEX CODE TO FIND IS THE INPUT IS VALID KEYWORD OR NOT.**

CODE :-

```
%{  
#include<stdio.h>  
%}  
%%  
  
auto|else|long|switch|break|enum|register|typedef|case|extern|return|union|char|float|short|unsigned|const|for|signed|void|continue|goto|sizeof|volatile|default|if|static|while|do|int|struct|_Packed|double {printf("Reserved Keyword");}  
.* {printf("Not a Reserved Keyword");}  
%%  
  
int main()  
{  
printf("Enter the input ");  
yylex();  
return 0;  
}  
  
int yywrap()  
{  
return 1;  
}
```

## PROGRAM 10

**WRITE A LEX CODE TO FIND POSSIBLE TOKEN IN C PROGRAM.**

CODE :-

```
%{  
  
#include<stdio.h>  
  
int n = 0 ;  
  
%}  
  
%%  
  
"while"|"if"|"else"|return" {n++;printf("\t keywords : %s", yytext);}   
  
"int"|"float" {n++;printf("\t keywords : %s", yytext);}   
  
[a-zA-Z_][a-zA-Z0-9_]* {n++;printf("\t identifier : %s", yytext);}   
  
"<="|"=="|"="|"++"|"-"|"*"|"+" {n++;printf("\t operator : %s", yytext);}   
  
[(){}|, ;] {n++;printf("\t separator : %s", yytext);}   
  
[0-9]*"."[0-9]+ {n++;printf("\t float : %s", yytext);}   
  
[0-9]+ {n++;printf("\t integer : %s", yytext);}   
  
. ;  
  
%%  
  
int yywrap()  
{  
  
return 1;  
  
}  
  
int main()  
{  
  
yylex();  
  
printf("\n total no. of token = %d\n", n);  
  
}
```

## PROGRAM 11

**WRITE A LEX CODE TO FIND POSSIBLE TOKEN IN C PROGRAM USING FILE HANDLING.**

CODE :-

```
%{  
int n = 0 ;  
%}  
%%  
"while"|"if"|"else|return" {n++;printf("\t keywords : %s", yytext);}  
"int"|"float" {n++;printf("\t keywords : %s", yytext);}  
[a-zA-Z_][a-zA-Z0-9_]* {n++;printf("\t identifier : %s", yytext);}  
"<="|"=="|"="|"++"|"-"|"*"|"+" {n++;printf("\t operator : %s", yytext);}  
[(){}|, ;] {n++;printf("\t separator : %s", yytext);}  
[0-9]*"."[0-9]+ {n++;printf("\t float : %s", yytext);}  
[0-9]+ {n++;printf("\t integer : %s", yytext);}  
.  
%%  
int yywrap()  
{  
return 1;  
}  
int main()  
{  
extern FILE *yyin;  
yyin=fopen("input10.txt","r");  
yylex();  
printf("\n total no. of token = %d\n", n);  
}
```

